D20 Classless System

Introduction

Bleach is a Japanese shōnen manga series written and illustrated by Tite Kubo. Bleach follows the adventures of Ichigo Kurosaki after he accidentally obtains the power of a Soul Reaper—a Japanese death personification similar to the Grim Reaper—from Rukia Kuchiki. Gaining these abilities forces him to take on the duties of defending humans from evil spirits and guiding departed souls to the afterlife.

Bleach has been continuously serialized in the Japanese manga anthology Weekly Shōnen Jump since August 2001, and has been collected in 43 tankōbon volumes as of October 2009[update]. Since its publication, Bleach has spawned a substantial media franchise. The manga has been adapted into an animated television series produced by Studio Pierrot which is still ongoing in Japan as it adapts the story from the manga. The series has also spawned two original video animations (OVAs), three animated feature films, seven rock musicals, and numerous video games, as well as prompted the release of many types of Bleach-related merchandise.

Viz Media licensed the manga for English-language publication in the United States and Canada and has released 30 volumes as of March 2010[update]. In addition, it has been publishing the chapters in Shonen Jump since November 2007. On March 15, 2006, Viz obtained foreign television and home video distribution rights to the Bleach anime. Cartoon Network began airing Bleach as part of its Adult Swim block on September 9, 2006, in the United States. The first film, Bleach: Memories of Nobody was released in North America on Region 1 DVD by Viz on October 14, 2008, with the second film Bleach: The DiamondDust Rebellion released in North America on Region 1 by Viz on September 15, 2009.

Compilation volumes of the manga have sold over 50 million copies in Japan and reached the top of manga sales charts in the United States. The anime adaptation has been similarly received, rating as the 4th most popular anime television series in Japan in 2006, and in the top ten anime for the US from 2006 to 2008. The series received the Shogakukan Manga Award for the shōnen demographic in 2005, and is among the best-selling manga properties in both Japan and the United States.

CHARACTERS

All Bleach characters are "souls". Living humans contain souls within their bodies, while disembodied souls, or spirits, have a form composed of particles of Reiryoku called Reishi (□□, Spirit Particles), which otherwise mimics human anatomy, aside from incredibly slowed aging (Rukia appears to be in her teens, yet is over 150 years old.). This form encompasses all of the spirit's being; there is no distinction between spirit and body. There are a variety of different types of spirits in Bleach, each with a different visual theme and approach to combat.

MAIN CHARACTERS

Ichigo Kurosaki

The primary protagonist of Bleach, orange haired high school freshman Ichigo Kurosaki is forced to become a Substitute Shinigami after unwittingly absorbing most of Rukia's powers. His cynical nature at first makes him ill-disposed towards the duty, but with the passage of time he comes to accept and welcome it, recognizing that even if he is not able to save everyone, he can at least use his skills to protect those close to him.

Rukia Kuchiki

Rukia Kuchiki is a Shinigami who was sent on a Hollow extermination patrol in Ichigo Kurosaki's home town. Though her physical appearance is that of a teenage girl, in reality she is over 150 years old. Rukia is forced to transfer her power to Ichigo and assume a temporary lifestyle as a regular human. She registers at the local high school and takes up residence in Ichigo's closet, while teaching him how to be a substitute Shinigami in her place.

Renji Abarai

Renji Abarai is an elite Shinigami bearing the rank of 6th Division Lieutenant, making him second in command of a sub-branch of the Shinigami armed forces. Although first introduced as a deadly enemy, he has conflicting loyalties between his job and Rukia, whom he grew up with. A brash and driven man, he holds both a deep respect and animosity towards his immediate superior, 6th Division Captain Byakuya Kuchiki.

Yasutora Sado

Yasutora Sado, better known as Chad, is one of Ichigo's few friends at school. He is a biracial (Japanese/Mexican) student who towers over his classmates. Despite his imposing appearance he is quite meek, and refuses to fight unless it is for the sake of another. He does not have awareness of ghosts at first, but can still touch Hollows, and eventually is able to see them when he witnesses a group of children being attacked by a Hollow. He later discovers a unique ability that strengthens and armors his right arm, enabling him to fight hollows.

Uryū Ishida

Though on the surface nothing more than the solitary class genius, Uryū Ishida is actually a Quincy, descendant of a line of priest-like Hollow-hunting archers. He bears a deep grudge against all Shinigami, including Ichigo, but comes to view Ichigo differently over time, eventually becoming an ally and friendly rival. His father refuses to have anything to do with Quincies, so he receives training from his grandfather, until his grandfather is killed. He wears a special glove that helps to focus and strengthen spirit particles. However, it is never to be taken off, for while you would temporarily gain unparalleled power, one loses all his

or her Quincy powers. Ishida does take it off by breaking it to defeat a powerful enemy while trying to save Rukia, but the enemy escapes, and Ishida is left powerless. He is surprised when his father show's his Quincy powers and offers to restore Ishida's as long as he promises to no longer deal with Shinigami. He regains his Quincy powers the only way possible:While mentally and physically exhausted, he is shot with a medium strength Quincy arrow 17 millimeters to the left of his heart

Orihime Inoue

Orihime Inoue is a long-time classmate of Ichigo, closely linked to him by mutual friend Tatsuki Arisawa. She is effectively an orphan, as she and her elder brother Sora ran away from their abusive home at a young age, and her brother later died. Though initially devoid of spiritual powers, she begins to develop spiritual awareness and later obtains one of the most powerful healing abilities in the Bleach universe, able to completely restore a body to its previous state regardless of how severely it is wounded. It is not technically a healing ability, however. She has the ability to "reject" or "deny" what happened to an object or area, making it as if nothing ever happened. It can also restore power, as witnessed when she healed an Arrancar, Grimmjow. After healing his marking, he defeated with ease an opponent who had usurped his position through battle previously.

CHARACTER TYPES

Human: The humans of Bleach are much like the residents of modern Japan, and most cannot see or sense disembodied spirits in any way. Spirits can, however, inhabit artificial human bodies called Gigai which are visible to ordinary humans. One in 50,000 Humans is a medium with some awareness of nearby spirits, but only a third of these are able to see them clearly, and only the strongest of mediums are able to speak with or touch spirits. Certain unique Humans naturally have both the power to sense and the strength to fight with spirits. Ordinary Humans can gain the ability to interact with spirits by spending time around a large source of spirit energy.

Plus: Benign spirits in Bleach are known as Pluses (wholes in the official English editions). A plus is the spirit of a person who has died. A chain, known as the Chain of Fate (□□□□, inga no kusari), protrudes from the chest and binds the plus to a location, object or person that they felt close to in life. The soul can move about freely if the chain is broken, but this also causes the chain to corrode. Normally, Pluses are sent to Soul Society by Shinigami in a ritual called Soul Burial (□□, konsō) before this corrosion becomes significant. If the Chain of Fate is corroded entirely before a soul burial can be performed, a hole will form in the chest of the soul where the chain was once anchored. Such souls are driven mad and become evil spirits known as Hollows. If the Chain of Fate is torn out deliberately, this also leads to spiritual degradation.

Shinigami: Shinigami (Soul Reaper in the official English editions, Death Gods in most subtitled versions) are the psychopomps of Bleach. They are souls with inner spiritual power, recruited from the ranks of the residents and nobility of Soul Society. Like all spirits, they cannot be detected by normal Hhumans. Shinigami use their Zanpakutō, supernatural swords that are the manifestation of their owners' power, to perform soul burials on pluses. Shinigami also use Zanpakutō and magic known as Kidō to fight their arch-rivals, the hollows. A group of Shinigami known as the Vizards have obtained Hollow powers, gaining removable masks and access to certain Hollow abilities.

Hollow: Hollows are the central antagonists of the Bleach franchise. They are evil spirits that reside in Hueco Mundo, but travel to the Human World to feed on the souls of the living and dead alike. Like Shinigami, Hollows are made of spiritual matter and cannot be detected by ordinary Humans. While the majority of Hollows can be overcome by the average Shinigami, there are some which surpass even the most elite Shinigami in strength. All normal Hollows wear white masks, but a small group of hollows have broken them, becoming Arrancar. By shattering their masks, these Hollows regain the ability to reason, sometimes obtain a humanoid form, and gain access to Shinigami powers.

Quincy: The Quinces are a clan of spiritually aware Humans who once fought against the Hollows, using weapons composed of spiritual energy to slay them. As opposed to Shinigami, Quinces absorb and channel energy from their surroundings to fight. Unlike the Shinigami method of killing Hollows which allows the Hollow to enter Soul Society, the Quincy technique simply destroys the Hollow's soul entirely. This method has the propensity to shatter the balance of the universe, because when souls are destroyed, the number of souls entering and leaving Soul Society cannot remain equal. This issue prompted the Shinigami to conduct a campaign to exterminate the Quincy about 200 years before the main storyline. At least two Quincies still remain.

Artificial soul: Artificial souls (also known as Modified Souls, or Mod Souls) are a type of soul mass-produced by the Shinigami. Issued in pill form, they are used to force Shinigami out of their Gigai during protracted stays in the living world, and also to evict pluses that refuse to leave their bodies after death. They come with a pre-programmed personality that animates the host body until the owner returns. In addition to the mundane versions, a series of experimental souls authorized and created by Shinigami researchers exists. Known as modified souls, these were meant to hunt Hollows by possessing soulless human bodies and supercharging a particular aspect of them (for example, strength or speed). The Shinigami decided to scrap the project due to the inhumanity of forcing dead bodies to fight, and ordered the destruction of all modified souls. Only one modified soul exists in the manga, but there are three more such characters in the anime.

Bount: They are a vampiric like race created when an experiment in Soul Society (conducted by Ran'Tao) goes horribly wrong, and the Bount souls get mixed up with normal souls which causes Bounts to be born from normal Humans and because of the Bounts powers they where

despised by Humans as well. Because of their massive Reiatsu they where easy prey for Hollow which cause the Soul Society to take action in exterminating the Bount which happened when the Bounts battled the Quincies the Soul Society used the opportunity to destroy the Bounts.

Enhanced Humans: Not all humans are blissfully unaware of the power and terror that lurks around them. Though Quincy were once the most prevailant, there are other types of spiritually aware humans.

Superhumans: Those that have become spiritually awakened, and have had that awakening vastly increase their power, and abilities. Sado and Tatsuki are examples of Superhumans.

Soulcasters: Some spiritually awakened become able to channel vast power through trinkets that are part of their souls. These beings are called Soulcasters, as their power comes from their very will. Orihime is the only revealed example of a soulcaster in bleach.

SETTING

The planes of existence in the Bleach universe broadly correspond to the life and afterlife of Human belief systems. The living Humans of Bleach reside in a world resembling present-day Japan; buried souls live in a kind of Heaven called Soul Society; evil souls are sent to Hell. Once in Soul Society, a spirit is able to live longer than Humans in the living world, with many aging into the thousands of years. Once a spirit dies in Soul Society, its soul is sent back to the living world and reborn as a new human. This provides the two worlds with balance.

Human world: The Human World of Bleach is modern Japan, specifically, a fictional area of Western Tokyo called Karakura Town In this world, Ichigo attends school and fights Hollows. Places of note are the high school, the Urahara Shop, the river where Ichigo's mother was killed, the cemetery, Karakura Hospital, and Ichigo and Orihime's homes.

Soul Society: Soul Society consists of an expansive walled city, Seireitei (Court of Pure Souls) in the center and four regions, each with 80 districts, outside of it. The districts outside of the Seireitei are known as the Rukongai (Town of Wandering Spirits) and are the place where non-Shinigami and commoners live. The district number of the Rukongai (ranging from 1 to 80) also describes its conditions. District 1, the closest to Seireitei, is peaceful and orderly, while the most distant District 80 is filled with criminals and has the poorest living conditions. A king resides in another realm within Soul Society.

Hueco Mundo: Hueco Mundo is the desert-like area between the human world and Soul Society. Literally meaning "hollow world" (the word hueco can also mean "empty"), it is where hollows reside when not hunting in the human world, where they are undetectable. Entrances to Hueco Mundo are created by ripping the dimensional fabric between the two worlds (Garganta).

Hell: Hell is the destination of those who committed unforgivably evil acts during their lives in the human world. When a hollow whose mortal soul is too wicked to enter Soul Society is slain by a Zanpakutō, the gates of hell (giant doors held by skeletons) appear and begin to open. A giant, laughing spiritual being with a blade spears the wicked spirit and drags it down into hell.

Bleach characters move from world to world by several means. Shinigami open passages between worlds by means of their Zanpakutō. Butterflies created during Soul Burial, called Hell Butterflies, make these routes safe. Human souls usually cross between planes only through birth into the Human World or soul burial by Shinigami. Living humans can also use special portals to move between worlds, but this is dangerous. While hollows are portrayed as able to move between planes at will by opening rifts in space, they usually remain in Hueco Mundo due to the risk of discovery in Soul Society or the Human World. Encounters between characters crossing realms are a driving plot force in Bleach.

Base Rules

THE CORE MECHANIC

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

* Roll a d20.
* Add any relevant modifiers.
* Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%

Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.
Modifiers

A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

STACKING

In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all), but do not stack if they have the same type or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies. Dodge bonuses and circumstance bonuses however, do stack with one another unless otherwise specified.

MODIFIER TYPES

ABILITY MODIFIER

The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

ALCHEMICAL BONUS

An alchemical bonus is granted by the use of a nonmagical, alchemical substance such as antitoxin.

ARMOR BONUS

An armor bonus applies to Armor Class and is granted by armor or by a spell or magical effect that mimics armor. Armor bonuses stack with all other bonuses to Armor Class (even with natural armor bonuses) except other armor bonuses. An armor bonus doesn't apply against touch attacks, except for armor bonuses granted by force effects (such as the mage armor spell) which apply against incorporeal touch attacks, such as that of a shadow.

CIRCUMSTANCE MODIFIER

A circumstance bonus (or penalty) arises from specific conditional factors impacting the success of the task at hand. Circumstance bonuses stack with all other bonuses, including other circumstance bonuses, unless they arise from essentially the same source.

COMPETENCE MODIFIER

A competence bonus (or penalty) affects a character's performance of a particular task, as in the case of the bardic ability to inspire competence. Such a bonus may apply on attack rolls, saving throws, skill checks, caster level checks, or any other checks to which a bonus relating to level or skill ranks would normally apply. It does not apply on ability checks, damage rolls, initiative checks, or other rolls that aren't related to a character's level or skill ranks. Multiple competence bonuses don't stack; only the highest bonus applies.

DEFLECTION BONUS

A deflection bonus affects Armor Class and is granted by a spell or magic effect that makes attacks veer off harmlessly. Deflection bonuses stack with all other bonuses to AC except other deflection bonuses. A deflection bonus applies against touch attacks.

DODGE BONUS

A dodge bonus improves Armor Class (and sometimes Reflex saves) resulting from physical skill at avoiding blows and other ill effects. Dodge bonuses are never granted by spells or magic items. Any situation or effect (except wearing armor) that negates a character's Dexterity bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. Dodge bonuses apply against touch attacks.

ENHANCEMENT BONUS

An enhancement bonus represents an increase in the sturdiness and/or effectiveness of armor or natural armor, or the effectiveness of a weapon, or a general bonus to an ability score. Multiple enhancement bonuses on the same object (in the case of armor and weapons), creature (in the case of natural armor), or ability score do not stack. Only the highest enhancement bonus applies. Since enhancement bonuses to armor or natural armor effectively increase the armor or natural armor's bonus to AC, they don't apply against touch attacks.

INSIGHT BONUS

An insight bonus improves performance of a given activity by granting the character an almost precognitive knowledge of what might occur. Multiple insight bonuses on the same character or object do not stack. Only the highest insight bonus applies.

LUCK MODIFIER

A luck modifier represents good (or bad) fortune. Multiple luck bonuses on the same character or object do not stack. Only the highest luck bonus applies.

MORALE MODIFIER

A morale bonus represents the effects of greater hope, courage, and determination (or hopelessness, cowardice, and despair in the case of a morale penalty). Multiple morale bonuses on the same character do not stack. Only the highest morale bonus applies. Non-intelligent creatures (creatures with an Intelligence of 0 or no Intelligence at all) cannot benefit from morale bonuses.

NATURAL ARMOR BONUS

A natural armor bonus improves Armor Class resulting from a creature's naturally tough hide. Natural armor bonuses stack with all other bonuses to Armor Class (even with armor bonuses) except other natural armor bonuses. Some magical effects (such as the barkskin spell) grant an enhancement bonus to the creature's existing natural armor bonus, which has the effect of increasing the natural armor's

overall bonus to Armor Class. A natural armor bonus doesn't apply against touch attacks.

PROFANE MODIFIER

A profane bonus (or penalty) stems from the power of evil. Multiple profane bonuses on the same character or object do not stack. Only the highest profane bonus applies.

RACIAL BONUS

A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. If a creature's race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form.

RESISTANCE BONUS

A resistance bonus affects saving throws, providing extra protection against harm. Multiple resistance bonuses on the same character or object do not stack. Only the highest resistance bonus applies.

SACRED MODIFIER

A sacred bonus (or penalty) stems from the power of good. Multiple sacred bonuses on the same character or object do not stack. Only the highest sacred bonus applies.

SHIELD BONUS

A shield bonus improves Armor Class and is granted by a shield or by a spell or magic effect that mimics a shield. Shield bonuses stack with all other bonuses to AC except other shield bonuses. A magic shield typically grants an enhancement bonus to the shield's shield bonus, which has the effect of increasing the shield's overall bonus to AC. A shield bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force that protects the recipient. A shield bonus doesn't apply against touch attacks.

SIZE MODIFIER

A size bonus or penalty is derived from a creature's size category. Size modifiers of different kinds apply to Armor Class, attack rolls, Hide checks, grapple checks, and various other checks.

ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

MULTIPLYING

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because 2 + 1 = 3).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of ×4), rather than as 3 squares (adding 100% twice).

Character Creation

CHARACTER CONCEPT AND CREATION BASICS
The design of a new character for Bleach d20 should involve a thoughtful collaboration between the player and the GM. Your objective is to create a character who is fun to play, has plenty of reason to adventure, and who fits into the GM's campaign. In Bleach d20, you can choose to spend as little as ten minutes designing a character or upwards of an hour. The difference lies in the amount of detail and individuality given to your character. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin character creation.

DICE AND NOTATIONS
Like all d20 System games, Bleach d20 uses polyhedral (multi-sided) dice at various points in the game. This typically includes dice with the following number of sides: 4, 6, 8, 10, 12, and 20. When a random number needs to be generated through a dice roll, the exact dice to be rolled will be indicated by the formula XdY+Z, where:
- X is the number of dice rolled
- d represents the word "dice"
- Y is the type of die rolled (number of sides)
- Z is a fixed value added to the roll (omitted for a zero)

For example, 2d8+4 indicates you should roll two eight-sided dice and add 4 to the generated value. Similarly, 5d6 indicates a roll of five six-sided dice, while 2d10-2 means roll two 10-sided dice and subtract two from the result.

GM DISCUSSION
You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. As a player, you should listen closely to the GM's descriptions since it will impact directly on the character you wish to create. It is not useful if you decide to create a computer hacker character should the GM set the game in late Seventh Century Japan.

Ask for clarification of any rule modifications the GM plans to use as well as any background restrictions on your character. If you have any game preferences involving issues such as combat intensity, maturity level, or drama versus comedy ratio, let the GM know about them. Help the GM create the game that you all want to play.

CHARACTER LEVEL VS CLASS LEVEL
Since there are no classes in the Bleach D20 system, you should find no distinguishing between Character and Class levels, as they are one in the same here.

BEGINNING HIGHER THAN 1ST LEVEL
One of the most important things that the Game Master should discuss with his or her players is the starting character Level. While characters traditionally start at 1st Level in most d20 System games, the GM and players may want to adventure with more experienced and thus more powerful and capable.
Characters that begin higher than 1st Level gain all the benefits and special abilities granted from 1st Level to their current Level and begin the game with an appropriate number of Experience Points (see the Dungeons and Dragons Player's Handbook for more information on Experience Points). This includes the additional Feats and Ability Score increases presented later in this chapter.

ABILITY SCORES
A character's core, base abilities are determined by six values known as Ability Scores. These values describe the character's innate, natural aptitude at interacting with the world. The six Ability Scores are:
- Strength (Str)
- Dexterity (Dex)
- Constitution (Con)
- Intelligence (Int)
- Wisdom (Wis)
- Charisma (Cha)

The values of these abilities range from 0 to infinity, with a normal human range from 3 to 18. The normal human maximum is 24, but superhuman or supernatural characters may have higher ratings. A value of none for an Ability Score, which is different from 0, is a special case appropriate for specific character ideas (discussed below).

ZERO RATING AND "NONE" ABILITY SCORES
It is possible for some constructs or alien creatures to have a score of "None." None is not the same as a score of 0. A score of none means that the creature does not possess the Ability at all. The modifier for a score of none is +0.
A character's Ability Score can never drop below 0.
Strength 0 means that the character cannot move at all. He or she lies helpless on the ground.
Dexterity 0 means that the character cannot move at all. He or she is motionless and helpless.
Constitution 0 means that the character is dead.
Intelligence 0 means that the character cannot think and is in a coma-like stupor, helpless.
Wisdom 0 means that the character is withdrawn in a deep sleep filled with nightmares, helpless.
Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

ABILITY MODIFIERS
Each Ability has a modifier that is the number you add to or subtract from the die roll when your character tries to accomplish something related to that Ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.
DEFINITION OF ABILITY SCORES
STRENGTH
Strength is a measure of the character's physical power. Strength provides a modifier to:
- Damage rolls in melee combat
- Strength-based Skill checks.
- Strength checks.

Any creature that can physically manipulate other objects has at least 1 Point of Strength. A character with no Strength score cannot exert force, usually because it has no physical body or because it doesn't move. Such a creature automatically fails Strength checks. .

DEXTERITY
Dexterity is a measure of the character's hand-eye co-ordination, agility, reflexes, and balance. Dexterity provides modifiers to:
- Dexterity-based Skill checks.
- Initiative rolls.
- Reflex saving throws.
- Dexterity checks.

Any creature that can move has at least 1 Point of Dexterity. A creature with no Dexterity score can't move, but if it can act, it applies its Intelligence modifier to Initiative checks instead of a Dexterity modifier (for example, an artificially intelligent computer that has no moving body adds its Intelligence modifier to Initiative rolls). A creature with no Dexterity fails all Reflex saves and Dexterity checks. Dexterity always provides a +0 modifier to ranged attack rolls, regardless of the character's Dexterity rating.

CONSTITUTION
Constitution determines your character's health and stamina.
Constitution provides modifiers to:
- Fortitude saving throws.
- Constitution-based Skill checks.
- Constitution checks.

Any living creature has at least 1 Point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects.
The creature is also immune to Ability damage, Ability drain, and energy drain, and always fails Constitution checks.

INTELLIGENCE
Intelligence is a measure of the character's reason and ability to learn. Intelligence provides modifiers to:
- The number of Skill Points gained at each Level (though the value can never be reduced below 1 Ñ a character always gains at least one Skill Point per Level).
- Intelligence-based Skill checks.
- Intelligence checks.

Any creature that can think, learn, or remember has at least 1 Point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or

programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

WISDOM
Wisdom is a reflection of the character's willpower, common sense,intuition, perception, and life experience. Wisdom provides modifiers to:
- Will saving throws.
- Wisdom-based Skill checks.
- Wisdom checks.

Any creature that can perceive its environment in any fashion has at least 1 Point of Wisdom. Anything without a Wisdom score is an object, not a creature. Additionally, anything without a Wisdom score also has no Charisma score, and vice versa.

CHARISMA
Charisma describes the characters strength of persuasion, personality, and the character's appearance. Charisma provides modifiers to:
- Charisma-based Skill checks.
- Charisma checks.

Any creature capable of telling the difference between itself and things that are not itself has at least 1 Point of Charisma.

GENERATING ABILITY SCORES
When you begin the game, you must generate abilities scores. This is a basic point buy process, but there are multiple power levels that can be maintained by different point allocations.
Firstly, we must dispose of the conceit that point costs between individual numbers goes up as the number gets higher. This is only done when because it is an attempt to control min maxing.
In the Bleach D20 system, all of your statistics start at human base-line; each score begins at 10.
In a low powered game, a GM would give you 10 points to then split between the scores on a one point for one point basis. One basic score package that follows this line is:
14, 13, 12, 11, 10, 10
In a moderate power level game, a GM would give you 20 points to then split between the scores on a one point for one point basis. One basic score package that follows this line is:
16, 14, 14, 12, 12, 12
A High power level game entices a GM to hand out 30 points to then be split between the scores on a one for one point basis. One basic score package that follows this line is
18, 18, 16, 14, 12, 12
A GM may be tempted to give out many more points. For example a 40 point game would bring quite high scores.
18, 18, 18, 16, 16, 14 is a score package for that total. This is not recommended as no score can begin the game above an 18 (Unless you take the feat *Heroic Attribute*)

MOVING ON
Once that's finished, move onto Adding it Up below. It explains the remainder of character creation using a simple A, B, C, approach that is easy for beginners or experienced roleplayers

STATISTIC BONUSES AND PENALTIES

Score	Modifier	Score	Modifier	Score	Modifier	Score	Modifier
1	-5	16	3	32	11	48	19
2	-4	18	4	34	12	50	20
4	-3	20	5	36	13	52	21
6	-2	22	6	38	14	54	22
8	-1	24	7	40	15	56	23
10	0	26	8	42	16	58	24
12	1	28	9	44	17	60	25
14	2	30	10	46	18	>60	+1/+2

HIT POINTS
All characters begin the game with 30 hit points and gain 5 hit points per level.

FEATS
At first level, each character can select six feats. Each level thereafter, a character gains one feat. The selection of feats may alter above progression, or add particular features and powers to your characters.
Feats are organised in feat trees and may require certain conditions before being selected. Feats gained in this manner do not supersede the normal feat progression beyond the increased feats gained at level 1. No matter how many feats you gain per level, you may never gain more than one Prestige Feat per level (unless noted otherwise)

SKILLS
Each character chooses any 4 base skills and 8 core skills to be favored skills. All other skills are non-favored skills. Favored Skills have ranks equal to your level + 3. Non-Favored Skills have half those ranks.

ACTION DICE
See Action Dice section for rules on action dice. You begin play with 3 action dice and gain 1 action dice per 5 levels gained.

Level	Experience Needed
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000
8	28000
9	36000
10	45000
11	55000
12	66000
13	78000
14	91000
15	105000
16	120000
17	136000
18	153000
19	171000
20	190000
+1 level	+1000x previous level in xp

Leveling Up

As you level up you receive the following. If something is listed on two lists for your level, you receive both.

FIRST LEVEL
At first level, you receive your choices from your character creation process. You receive the following.

- Statistics as per your Point Buy
- 30 Hit Points
- Your 4 Favored Base Skills and 8 Favored Core Skills *(See Skills Section above)*
- Your Starting 6 Feats. *(See Feats Section above)*
- 3 Action Dice per game session
- Damage Reduction 1/-
- Reputation +1
- Base Wealth (2d4+1)

EVERY LEVEL
At every level after first, you receive the following.

- One Feat
- 5 Hit Points
- +1 all Favored Skills
- +1/- Damage Reduction
- Profession Check to increase Wealth

EVERY SECOND LEVEL
At level 2 and every second level thereafter you receive the following:

- +1 all Non-Favored Skills
- Reputation +1

EVERY THIRD LEVEL
At level 3 and every third level afterward you receive the following

- One Additional Feat

EVERY FOURTH LEVEL
At level 4 and every fourth level afterward you receive the following

- 2 Statistic Points to distribute

EVERY FIFTH LEVEL
At level 5 and every fifth level afterward you receive the following

- An additional Action Dice per game session

EVERY TENTH LEVEL
At tenth level and every ten levels afterward your receive the following

- 1 Statistic Point to each of your statistics.

Other Rules

SPECIAL DAMAGE RULE
No matter how much damage you are capable of dealing, you cannot deal more damage than your current maximum hit points per target. This is calculated after damage reduction reduces the damage.

SPECIAL RULE ZERO
The GM reserves the right to make any decision he sees fit to make the game a more enjoyable and playable experience for the players and himself.

WEAPON DAMAGE MULTIPLIER RULE.
If a feat or ability increases the damage of your weapon by adding a dice of damage, it adds the weapon's damage again instead. For example, if you wielded a Greatsword which does 2d6 damage, if you got another 5 ranks over 1 through the Weapon Attack skill, it would increase to 4d6 instead. Another example, if you were unarmed, and had the supersonic strike feat and the advanced unarmed strike feat, your dice of damage would increase from 1d8 to 2d8. Only the BASE damage of the weapon is multiplied. Effects that add dice of damage as after effects (Such as magical enhancements and shikai abilities) do not multiply the base damage again, only adding their own dice of damage to the attack.

SPELL SCORE
Users of Kido have a statistic that governs their usage of spells based on the type of spell they use. Any character who has the Spellcaster Feat may choose the statistic that they use. Those who either have not taken the Spellcaster feat, or never do, have a default Spell Score equal to their Charisma.

REIATSU RATING
All spiritually aware beings in Bleach have a Reiatsu Rating. It is simple to figure out. It is [Spellscore + 40] x (Level+1 per reiatsu feat.) This is the number that is sensed using the Sense Motive Skill (See Below) and hidden by the Bluff Skill (See Below). If you expend your Reiatsu for any reason, it regenerates after 8 hours of uninterrupted rest (see Rules for Reiatsu Section). If your Reiatsu rating drops to 0 or below you fall unconscious till you gain 8 hours or uninterrupted rest.

SAVE DCS
The save DC against any ability is (15 + Character Level + Requisite Modifier + other Relevant modifiers.)

KIDO SAVES
The save DC against a kido is (15 + 1/2 Level + Kido Grade Bracket + Requisite Modifier)

HIT POINT RULE
All hit points gained through temporary boosts such as a temporary increase in constitution or Bankai are temporary hit points and are lost first. Unlike Temporary hit points normally, these points disappear after the duration of the effect is over and can be healed for the duration of the event.

Action Dice

Action dice give a player the means to improve important rolls. A character begins each session with 3(d6) action dice plus 1(d6) per five levels they achieve. Action dice replenish at the beginning of each game session.

The GM can reward a player for a particularly heroic, daring or creative action or role-playing performance with an additional action dice that last till the end of that session. GM and players are encouraged to role-play the often over-the-top scenes and situations the use of action dice may provoke.

The GM may also remove dice from your Action Pool if he feels you are dragging something longer than it should be, or acting so uncharacteristically without reason that it warrants punishment.

Action dice can be used for many different things. They are the following:

Improve a Base Skill Check: You may roll action dice (Any number you possess) to improve the result of a base skill check (Such as Weapon Attack or Defense). The roll may be done after the initial roll is made, but must be done before the results of the roll are known. This expends the Action Dice you rolled.

Improve a Core Skill Check: You may roll action dice (Any number you possess) to improve the result of a core skill check (Such as Treat Injury or Swim). The roll may be done after the initial roll is made, but must be done before the results of the roll are known. This expends the Action Dice you rolled.

Improve a damage roll: You may roll action dice (Any number you possess) to improve a damage roll. This may be done after the damage dice are rolled but before the opponent actually takes the damage. This expends the Action Dice you rolled.

Regain one use of an ability that has a daily limit: By expending 2 Action dice, you may regain the use of an ability that has a daily limit (Such as Rage). This may be done as long as you have action dice, on a 2 per use basis.

Remove Fatigue: You may remove fatigue from you by expending 1 action dice.

Remove Exhaustion: You may remove exhaustion from yourself by expending 2 action dice.

Extra Release Rounds: You may roll one action dice to gain extra time in a released state (such as Bankai or Ressurrection). By rolling the dice, you gain that many more rounds of that activation of your ability.

Dramatic Entrance: You may expend 1 action dice to make a dramatic entrance. A dramatic entrance must be done when you are not the focus of attention for the game. You arrive instantly, even during an enemy's turn, and in a suitably dramatic fashion (Crashing through a wall, Flash stepping in through a cloud of smoke, Dramatically blocking an attack for an ally, etc.)

Extra Action: You can spend 1 Action Dice on your turn to gain an additional standard or move action this turn. You may only expend one action dice per turn in this fashion. You may only spend 1 such Action Dice per turn.

Act Out of Turn: You can spend 2 Action Dice to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Cheat Death: A character can spend 3 Action Dice to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 3 Action Dice, the GM decides that the arrow pierced the character’s zanpakutou, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. The character can spend Action Dice in this way to prevent the death of a being with a connection to the player character (Such as a hollow companion or cohort), but not another character.

Experience Point Awards (Single Creature)

Character Level	Challenge Rating									
	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1 – 3	**300**	**600**	**900**	1350	1800	2700	3600	5400	7200	10800
4	300	600	800	**1200**	1600	2400	3200	4800	6400	9600
5	300	500	750	1000	**1500**	2250	3000	4500	6000	9000
6	300	450	600	900	1200	**1800**	2700	3600	5400	7200
7	263	350	525	700	1050	1400	**2100**	3150	4200	6300
8	200	200	400	600	800	1200	1600	**2400**	3600	4800
9	*	225	338	450	675	900	1350	1800	**2700**	4050
10	*	*	250	375	500	750	1000	1500	2000	**3000**
11	*	*	*	275	473	550	825	1100	1650	2200
12	*	*	*	*	300	450	600	900	1200	1800
13	*	*	*	*	*	325	488	650	975	1300
14	*	*	*	*	*	*	350	525	700	1050
15	*	*	*	*	*	*	*	375	563	750
16	*	*	*	*	*	*	*	*	400	600
17	*	*	*	*	*	*	*	*	*	425
18	*	*	*	*	*	*	*	*	*	*
19	*	*	*	*	*	*	*	*	*	*
20	*	*	*	*	*	*	*	*	*	*

Character Level	Challenge Rating									
	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
1 – 3	**	**	**	**	**	**	**	**	**	**
4	12800	**	**	**	**	**	**	**	**	**
5	12000	18000	**	**	**	**	**	**	**	**
6	10800	14400	21600	**	**	**	**	**	**	**
7	8400	12600	16800	25200	**	**	**	**	**	**
8	7200	9600	14400	19200	28800	**	**	**	**	**
9	5400	8100	10800	16200	21600	32400	**	**	**	**
10	4500	6000	9000	12000	18000	24000	36000	**	**	**
11	**3300**	4950	6600	9900	13200	19800	26400	39600	**	**
12	2400	**3600**	5400	7200	10800	14400	21600	28800	43200	**
13	1950	2600	**3900**	5850	7800	11700	15600	23400	31200	46800
14	1400	2100	2800	**4200**	6300	8400	12600	16800	25200	33600
15	1125	1500	2250	3000	**4500**	6750	9000	13500	18000	27000
16	800	1200	1600	2400	3200	**4800**	7200	9600	14400	19200
17	638	850	1275	1700	2550	3400	**5100**	7650	10200	15300
18	450	675	900	1350	1800	2700	3600	**5400**	8100	10800
19	*	475	713	950	1425	1900	2850	3800	**5700**	8550
20	*	*	500	750	1000	1500	2000	3000	4000	**6000**

If the challenge rating of the highest leveled creature is equal to the party level, the experience rating is 300 x Challenge Rating. If the Challenge Rating of the highest leveled creature is equal to the party level +1 the experience reward is 400 x Challenge Rating. If the Challenge Rating of the highest leveled creature is equal to the party level -1 the experience reward is 200 x Challenge Rating.

For every 2 challenge rating increases multiply the experience total by 2. For every 2 challenge rating decreases, divide the experience total by 2.

Bold numbers indicates the amount of XP that a standard encounter for a party of that level should provide.

* The table doesn't support XP for monsters that are individually eight Challenge Ratings lower than the character's level, since an encounter with multiple weak creatures is hard to measure. See Assigning Ad Hoc XP Rewards below.

** The Table does not support awards for encounters eight or more Challenge Ratings higher than the character's level. If the party is taking on challenges that far above their level, something strange is going on, and the GM needs to think carefully about the awards rather than just taking them off a table.

Adding Ad Hoc Experience

Combat isn't the only time that experience should be awarded. If the characters move towards a goal, or drive the plot in an interesting way, they should be awarded with experience. The amount of experience that should awarded should be up to the GM, but a general guide is that if they drove the story in a small way, they should get 50 x Level in XP. If they drove the story in a moderate way they should get 75 x Level experience. If they drove the story in a major way, they could get upwards of 100 x Level XP or even 150 x Level in XP if the plot was driven in a way that changes the game in some major way.

ALLEGIANCES

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.
If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance
A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.
Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.
Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).
Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.
Nation: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.
Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.
Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.
Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence
An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

REPUTATION

Reputation is used to determine whether another character (a GM character) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes the hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity.
Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

Fame and Infamy
Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.
When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.
When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign.
Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus
Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifer. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.
If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a –4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
GM character is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the hero can't be influenced by his or her reputation.

Affects of other prestige paths on wealth and reputation.

Captain: +3 Wealth and Reputation, Qualifies for the Famous bonus within Soul Society (+10)

Any Squad related prestige path: +2 Wealth and Reputation

Kido Corps: Wealth +1, Reputation +3

Quincigami, Baishin, Jikojitsugen: Reputation +3

Vizard: Reputation +2, Infamous Reputation with Soul Society

Onmitsukido Hakuda Expert: Wealth +1, Reputation +2

Outcast: Reputation +1, Infamous Reputation with group outcast from

Espada: Reputation +3, Wealth +2, Qualifies for Famous Bonus within Hueco Mundo (+10)

Any other Prestige Path in this book: Reputation +2

Prestige Paths from other Sources: Up to the GM.

Flaw Descriptions

Each of the flaws described here has a specific game effect. Some flaws can only be taken by a character who meets a special requirement. You gain an additional bonus feat when taking flaws. If you create a character higher than 1st level, you can place the feats garnered in this way at any level you have at character creation.

Feeble
You are unathletic and uncoordinated.
Effect: You take a -2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

Frail
You are thin and weak of frame.
Effect: Subtract 1 from the number of hit points you gain at each level. This flaw can reduce the number of hit points you gain to 0 (but not below).

Inattentive
You are particularly unaware of your surroundings.
Effect: You take a -4 penalty on Listen checks and Spot checks.

Inept Training
Your training was incomplete
Effect: You cannot Flash Step, Open Portals of any kind or use Kido. You may however use the Rules for Reiatsu to augment your abilities as normal and use Reiatsu Feats as normal.

Meager Fortitude
You are sickly and weak of stomach.
Effect: You take a -3 penalty on Fortitude saves.

Murky-Eyed
Your vision is obscured.
Effect: In combat, every time you attack an opponent that has concealment, roll your miss chance twice. If either or both results indicate that you miss, your attack fails.

Noncombatant
You are relatively inept at weapon combat.
Effect: You take a -2 penalty on all weapon attack rolls.

Normal Human
Though you possess greater than average skill, you still are not spiritually aware
Effect: You do not have a Reiatsu Rating and cannot use the Rules for Reiatsu section.
Special: This flaw is removed if you gain the Spiritually Aware feat.

Pathetic
You are weaker in an attribute than you should be.
Effect: Reduce one of your ability scores by 2.
Special: You may take this multiple times. Each time it is taken reduce one of your stats by 2.

Poor Hands
You don't know how to throw a punch.
Effect: You take a -2 penalty on all unarmed strike rolls.

Poor Reflexes
You often zig when you should have zagged.
Effect: You take a -3 penalty on Reflex saves.

Shaky
You are relatively poor at ranged combat.
Effect: You take a -2 penalty on all ranged attack rolls.

Slow
You move exceptionally slowly.
Effect: Your base land speed is halved (round down to the nearest 5-foot interval).

Stupid
You aren't very smart
Effect: You receive 2 less Favored Core Skills or 1 less Base Skill.

Unreactive
You are slow to react to danger.
Effect: You take a -6 penalty on initiative checks.

Vulnerable
You are not good at defending yourself.
Effect: You take a -1 penalty to Defense.

Weak Skin
You are highly susceptible to damage
Effect: Your Damage Reduction is reduced by 4 (Minimum 0)

Weak Will
You are highly suggestible and easily duped.
Effect: You take a -3 penalty on Will saves.

Feats

Feats represent advantages your character possesses over the normal person walking down the street. Be it more hit points, the ability to fly into a rage, or the ability to get out of the way of an attack with more efficiency, feats represent your style of play.

Here is the format for feat descriptions.
FEAT NAME [FEAT TYPE]
Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.
A character can gain a feat at the same level at which he or she gains all the prerequisites.
A character can't use a feat if the character has lost a prerequisite.
Benefit: What the feat enables a character to do.
Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.
Special: Additional facts about the feat.

Base Feats

Base feats change the progression of your character in some respect, or grant your character an ability that becomes intrinsic to the character's nature.

ACADEMIC KNOWLEDGE [BASE, GENERAL] *
Benefit: You may make a special Academic Knowledge check equal to your level + your intelligence modifier to see whether you know some relevant information about local notable people, legendary items or noteworthy places. You cannot take 10 or 20 on this check, the knowledge is essentially random. This is an extraordinary ability.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

ANIMAL FORM [BASE, SOUL]
Prerequisites: Disguise 10+ ranks, Survival 5+ ranks
Benefit: The character gains the ability to turn herself into a chosen Tiny, Small or Medium animal and back again once per day per three character levels. Her options for new forms include all creatures with the animal type. The effect lasts for 1 hour per level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The character gains the physical ability scores (Str, Dex, Con), natural weapons, natural armor, movement modes, and extraordinary special attacks of it's new form. Her hit points total is not modified by the new constitution score. Each time you use Animal Form, you regain lost hit points as if you had rested for a night.
Any gear worn or carried melds into the new form and becomes nonfunctional. When she reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the character's feet. The form chosen must be that of an animal the character is familiar with. This is a supernatural ability.

BLOODED [BASE, GENERAL]
Benefit: You add your Con bonus to your hit points gained per level (minimum 1/level). This feat applies retroactively. This feat can be taken multiple times, but then only adds +2 HP per level. This is an extraordinary ability.

CRIPPLING STRIKE [BASE, GENERAL]
Prerequisite: Hide 13 ranks, Move Silently 13 ranks, Sneak Attack
Benefit: An opponent damaged by one of your sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability. This Feat can be taken multiple times its effects stack. This is an extraordinary ability

DAMAGE REDUCTION [BASE, GENERAL]
Prerequisites: Fortitude 5+ Ranks
Benefit: Gain +2/- Damage Reduction
Special: You may take this feat multiple times. It's effects stack. This is an extraordinary ability.

EXTRA FRENZY [BASE, GENERAL]
Prerequisites: Whirling Frenzy
Benefit: You may Whirling Frenzy 2 more times per day
Special: You may take this multiple times, each time it is taken you may whirling frenzy 2 more times per day.

EXTRA RAGE [BASE, GENERAL]
Prerequisites: Rage
Benefit: You may rage 2 more times per day
Special: You may take this more than once, each time it is taken you may rage 2 times more per day.

FLURRY OF BLOWS [BASE, GENERAL]
Prerequisites: Unarmed attack bonus 5+
Benefit: Your character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -3 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The player must use a full attack action to strike with a flurry of blows. This is an extraordinary ability.

GREATER FLURRY OF BLOWS [BASE, GENERAL]
Prerequisites: Flurry of blows, unarmed attack bonus 10+
Benefit: Your flurry of blows ability improves. In addition to the standard single extra attack you get from flurry of blows, you get a second extra attack at your full base attack bonus. All attacks still take a -3 penalty for the round.

GREATER RAGE [BASE, GENERAL]
Prerequisite: Fortitude save 7+ ranks, Rage
Benefit: Your bonuses to strength and constitution in rage increase to +6, and your bonus to Will saves increases to +3. Your Defense roll penalty remains at -2.

GREATER FRENZY [BASE, GENERAL]
Prerequisite: Reflex Save 7+ Ranks, Whirling Frenzy
Benefit: Your bonuses to strength and dexterity in a frenzy increase to +6 and your bonus to Defense rolls and Reflex saves is increased to +3, your attack penalty is still -2.

HEROIC ATTRIBUTE [BASE, GENERAL]
Benefit: You gain +2 to an attribute of your choice. This feat can be chosen multiple times. This is an extraordinary ability.

IMPROVED CHANNEL DIVINITY [BASE, SOUL]
Prerequisites: Channel Divinity prestige power, Wisdom 13+
Benefit: You gain 2 additional Channel Divinity points/day
Special: This feat may be taken multiple times, it's effects stack.

IMPROVED FLURRY OF BLOWS [BASE, GENERAL]
Prerequisites: Flurry of blows, unarmed attack bonus 7+, See Special
Benefit: Your penalty to all attacks in a round in which you use Flurry of Blows is reduced to -2
Special: You may take this two more times, once when your unarmed attack bonus reaches +9 and again at +11. Reduce the penalty by 1 for each additional application of this feat.

IMPROVED UNCANNY DODGE [BASE, GENERAL]
Prerequisite: Uncanny Dodge, Reflex save 10+
Benefit: You can no longer be flanked. This denies an opponent sneak attack unless that opponent is at least four levels higher than you.

INSIGHT DEFENSE [BASE, GENERAL]
Prerequisites: Will save 7+ ranks
Benefit: You may add your WIS modifier to your Defense rolls as well as you dex mod. This is an extraordinary ability.

INTELLIGENT DEFENSE [BASE, GENERAL]
Benefit: You may add your INT bonus to your Defense skill as well as your dex modifier. This is an extraordinary ability.

MIGHTY RAGE [BASE, GENERAL]
Prerequisites: Fortitude save 12+ ranks, Rage, Greater Rage
Benefit: Your bonuses to strength and constitution in rage increase to +8, and your bonus to Will saves increases to +4. Your Defense roll penalty remains at -2.

MIGHTY FRENZY [BASE, GENERAL]
Prerequisites: Reflex save 12+ ranks, Whirling Frenzy, Greater Frenzy
Benefit: Your bonuses to strength and dexterity in frenzy increase to +8, and your bonus to Defense rolls and Reflex saves increases to +4. Your attack penalty remains at -2.

OLDBLOOD [BASE, SOUL]
Prerequisites: Not the race selected, Only at first level
Benefits: Choose a racial feat other than your own, you count as that race for feats.

RAGE [BASE, GENERAL]
Prerequisites: Power Attack, Fortitude save 5+ ranks
Benefit: You can fly into a rage once per day. In a rage, you temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but take a -2 penalty to Defense rolls. The increase in Constitution increases your hit points by 2 points per level, but these hit points go away at the end of the rage when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a character cannot use any Charisma, Dexterity, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. This is an extraordinary ability.

SEASONED [BASE, GENERAL]
Benefit: You add your Int bonus (min 1) to your favored non-base skills, and one half that (min 1) to your non favored non-base skills. This is an extraordinary ability.

SLIPPERY MIND [BASE, GENERAL]
Prerequisites: Will save 10+ ranks
Benefit: If you make and fail a Will save, you can attempt it again 1 round later at the same DC. You only get this one extra chance to succeed on your saving throw. This is an extraordinary ability.

SKILL MASTERY [BASE, GENERAL]
Prerequisites: Talented, Seasoned
Benefit: Select any three skills. When making a check with any of these skills, you may take 10 even if stress or distractions would normally prevent you from doing so. You cannot choose base skills as mastered skills. This is an extraordinary ability.
Special: You may take this ability multiple times, each time gives you additional skills in which this may apply for.

SNEAK ATTACK [BASE, GENERAL]
Prerequisite: Hide 4 Ranks, Move Silently 4 Ranks
Benefit: You gain the ability to strike at the vitals when catching your opponent unaware. You deal an extra 1d6 damage per 4 character levels. Whenever your opponent is either flanked or is denied their dexterity or intelligence bonus to defense. Sneak Attack may be used with ranged attacks, but only if the target is within 30 feet. This is an extraordinary ability.
Special: This feat may be taken a second time, raising your damage to 1d6 per 2 levels (maximum 10d6 at 20th level)

TALENTED [BASE, GENERAL]
Benefit: Pick any three skills. These skills become favored skills. This feat can be chosen multiple times. This is an extraordinary ability

UNCANNY DODGE [BASE, GENERAL]
Prerequisite: Reflex save 7+ ranks
Benefit: Retain your dexterity bonus (if any) to Defense even if caught unaware. However, the dexterity bonus is still lost if the character is immobilized. This is an extraordinary ability.

TIRELESS RAGE [BASE, GENERAL]
Prerequisites: Fortitude save 8+ ranks, Rage
Benefit: You no longer become fatigued after your rage.

TIRELESS FRENZY [BASE, GENERAL]
Prerequisites: Reflex save 8+ ranks, Whirling Frenzy
Benefit: You no longer become fatigued after your frenzy.

WHIRLING FRENZY [BASE, GENERAL]
Prerequisites: Reflex 5+ Ranks, Lightning Reflexes
Benefit: Once per day When a character with whirling frenzy enters a said frenzy, he temporarily gains a +4 bonus to Strength and Dexterity and a +2 dodge bonus to Defensive Rolls and on Reflex saves. While in a whirling frenzy, the character may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before his next action. A whirling frenzy lasts 3 + Constitution Modifier in rounds and you are fatigued until the end of the encounter afterward. This is an extraordinary ability.

Character Feats

Character feats represent extraordinary or enhanced capabilities of your character.

ADVANCED HOLLOW WITHIN [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within
Benefits: Your bonuses given by Improved Hollow Within improves to read as follows. +6 to Strength, +3 to Protection Skills, +1/3 your level to Damage Reduction.

ALIVE [CHARACTER, GENERAL]
Prerequisite: Only selectable at first level.
Benefit: You are one of the few Spiritually Aware beings to still have a living, breathing body. You gain a great measure of energy and motivation from this. Your action dice are d10s instead of d6s. This is an extraordinary ability.
Special: If you do not have the Alive feat, you are not alive, and are a spirit. If you are of a race that states in their description that they are alive, you gain this as a bonus feat until such time as you are dead.

CALMED HEART [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within.
Benefits: You may end your hollow within improvements voluntarily, you may also make a DC 30 Concentration check to activate it while you do not meet the prerequisites. If activated in this manner, it lasts 3 + Constitution Modifier in rounds, and you are fatigued afterward until the end of combat. This ability is supernatural.

GREATER HOLLOW WITHIN [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within, Advanced Hollow Within
Benefits: Your bonuses given by Advanced Hollow Within improve to read as follows. +8 to Strength, +4 to Protection Skills, +1/2 your level to Damage Reduction.

HAKUDO ADEPT [CHARACTER, SOUL]
Prerequisites: Unarmed attack bonus 6+, Advanced Unarmed Strike
Benefit: You've fused the paths of Hakudo and Kido into one deadly technique. You may spend a 10 reiatsu to gain +1d6 damage on your next unarmed strike. You cannot spend more Reiatsu this way than 10xStrength modifier. This is an supernatural ability.

HERO'S COMEBACK [CHARACTER, GENERAL] *
Prerequisites: Will save 8+, Fortitude save 8+
Benefit: You never back down, and never give up. Once per game session when all your standard action dice have been expended, you can summon your Reiatsu for some desperate last move. You immediately gain a bonus action dice, which doesn't carry over game sessions. This is an extraordinary ability.

HOLLOW RAGE [CHARACTER, SOUL] *
Prerequisites: Hollow Within, Rage, Constitution 13+
Benefit: You have come more in touch with the darker part of your soul, and can now summon its destructive power. You can augment your Rage ability with a *Berserker frenzy*, all bonuses stack, as well as the risks to your surroundings. You are fatigued at the end of the combined rage instead of exhausted. This is an extraordinary ability.

INNER HOLLOW [CHARACTER, SOUL]
Prerequisites: Constitution 13+, Must have been attacked by a Hollow, injured and survived.
Benefit: Your soul's awakening not only released your inner power but also a darker being that lurks behind your eyes. Whenever you are weakened enough, your Hollow Within tries to take control of your actions to wreak havoc to your surroundings.
Whenever you are *disabled*, be it by hp loss, poison or magical effect, you must make a will save against a DC equal to 15+your level+CHA bonus. If you fail this check, you are healed to 33% HP (if you were lower than this) and instantly fly into a *Berserker Frenzy* :
You gain +6 Str & an extra attack each round at highest bonus when making a Full Attack Action (which doesn't stack with Haste) for 3 + Constitution modifier rounds. During this time, you have a –4 penalty to Defense rolls. While Frenzying, you must attack if at all possible (including allies if there are no enemies left).
To end a Frenzy early requires a Will save vs. DC 20.If you take damage from an attack, trap, spell, etc.,you must make a Will save vs. DC (10 + damage taken since your last round) to avoid entering Frenzy if you have any left on your next round. Frenzying is a Free Action & its bonuses can stack with those from Raging.
At the end of the Frenzy, you are Fatigued for the rest of the encounter. If you also Raged, then when both are over, you are Exhausted. This is a supernatural ability.
Special : Once in the Vizard or Geist Der Rache Prestige Classes, you no longer check for frenzy, but can choose to enter it or not.
Special: The GM should assign a proper amount of Hollow Growth powers to the Hollow Within which are released when it completely takes over.

IMPROVED HOLLOW WITHIN [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior
Benefit: While you have your hollow mask activated you gain the following benefit. Whenever your hit points drop below one half your maximum, this feat activates. You gain +4 to Strength and a +2 bonus on protection skill rolls. You also increase your damage reduction by one quarter of your level (rounded down). There is no limit to the number of times per day this is activated, and you cannot end this effect voluntarily, but it is deactivated if you rise above one half hit points, go unconscious, combat ends or you die. This is an supernatural ability.

MIND OF THE BEAST [CHARACTER, SOUL]
Benefit: The character can grant human-like sentience to trees or animals. This sentience lasts a maximum of one day, and the sentient tree or animal obeys the character's commands to the best of its ability. The character can affect up to one creature per three levels at once, but no more than that number each day. All must be within the character's line of sight when first affected. This is a supernatural ability.

PERFECT HOLLOW WITHIN [CHARCTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within, Advanced Hollow Within, Greater Hollow Within
Benefits: Your bonuses given by Greater Hollow Within improve to read as follows. +10 to Strength, +5 to Protection Skills, and an amount of Damage Reduction equal to your level.

SPIRITUALLY AWARE [CHARACTER, SOUL]
Prerequisite: Exclusive of any racial feat
Benefit: You may use your Reiatsu as a character with a racial feat. This is an extraordinary ability.

ZANJUTSU MASTER [CHARACTER, SOUL]
Prerequisites: Spellcaster, Weapon skill specialization: Weapon Attack
Benefit: You've fused the paths of zanjutsu and Kido in one deadly technique. You may spend 10 Reiatsu to gain +1d6 damage on your next Zanpakuto strike. You cannot spend more reiatsu this way than 10 x Strength modifier. This is a supernatural ability.

Fan Service Feats

Fan service feats are ways to add flavor and humor to your character through the reference to one of the many archetypes of comic relief manga characters. As those feats have balanced out modifiers, you can take one for free at character creation.

ANTHROMORPHIC [FAN-SERVICE, GENERAL]
You appear as an animal in a humanoid body
Benefit: Considered an animal, Large instead medium, -2 Gather information and Will Saves.

CHILD [FAN-SERVICE, GENERAL]
Your instinct of preservation is truly formidable.
Benefit: You are small instead of medium with gives you a -2 modifier on intimidate and diplomacy checks. You cannot take the Well Endowed Feat with this feat.

COWARD [FAN-SERVICE, GENERAL]
Your instinct of preservation is truly formidable.
Benefit: You have a -2 modifier on your check to resist intimidate Will saves and +2 bonus to reflex saves and Hide checks.

DARK HERO [FAN-SERVICE, GENERAL]
You are the grim, no-nonsense type of hero. You mean serious business and never seem to relax.
Benefit: You gain +2 bonus to initiative and suffer a -2 penalty to diplomacy, perform and sense motive checks.

FOUR EYES [FAN-SERVICE, GENERAL]
You have glasses. While nobody strikes someone with glasses, you are considered a weakling and have a hard time getting your point heard.
Benefit: You gain a +2 initiative bonus, but suffer -2 to intimidate and diplomacy rolls.

LOUDMOUTH [FAN-SERVICE, GENERAL]
You talk loud, you laugh loud, you walk tall, and you live large.
Benefit: You are big-mouthed and ill mannered. You have -2 to all diplomacy, Hide and move silently checks. You gain +2 bonus on intimidate and fortitude checks.

PIRATE LOOK [FAN-SERVICE, GENERAL]
You have an eyepatch, and quite a few scars. You look badass but have poor depth perception.
Benefit: You have +2 bonus on intimidate and gather information checks. You suffer -2 to all ranged attack rolls.

SENTAI [FAN-SERVICE, GENERAL]
You believe in friendship and teamwork. Some colorful uniform, rallying shout and combat pose might be in order.
Benefit: You have +2 bonus on all teamwork related rolls (flanking attacks, helping others, etc…). For each character amongst your allies that possess this feat, your bonus increases by +2.

SLACKER [FAN-SERVICE, GENERAL]
You are easygoing, lazy or just detached. You don't seem to take anything very seriously.
Benefit: All social skill rolls against you suffer a -2 penalty. You have a -2 modifier to initiative.

SIMPLETON [FAN-SERVICE, GENERAL]
You tend to see things in black and white, and take most everything at face value. You are straightforward and single-minded.
Benefit: You suffer a -2 to bluff, sense motive and gather information checks, but gain a +2 bonus to will saves.

WELL ENDOWED [FAN-SERVICE, GENERAL]
You are endowed with an extremely generous physique.
Benefit: Your distracting accouterments give you a +2 bonus to charisma based checks against those that would find your appearance attractive. You suffer a -2 penalty to charisma based checks against those that do not find your gender attractive. This feat can be taken multiple times, its effects stack.

WOMANIZER [FAN-SERVICE, GENERAL]
You are unable to resist the charms of the feminine genre. You style yourself a gallant man and a knight protector, while the appreciation for your efforts is far from universal.
Benefit: You have -2 to all charisma based skill checks with women, but gain a +2 bonus to Defense rolls against them.

Flash Step Feats

This feats path presents abilities related to various applications of the flash step technique.

BLURRING STEP [FLASH, SOUL]
Prerequisites: Flash Step 12+ Ranks, Increased Flash Step, Combat Expertise.
Benefit: You've mastered the art of blending the Flash Step with normal movement. For one round per level per day, you may act as if you had the effects of the Blur spell cast upon you. Your miss chance for this effect is 15+Level% (IE: a Level 20 character with this feat would have a 35% miss chance) to a maximum of 50%. Using this feat requires a DC 25 Flash Step Check and is extraordinary.

FAR STEP [FLASH, SOUL]
Prerequisites: Flash Step 8+ ranks, Increased Flash Step, Dex 18+
Benefit: Your Flash Steps are faster than most, You gain a +20 bonus to Flash Step checks (This supersedes Increased Flash Step's bonus.). This is an extraordinary ability.

FLASH STEP AFTERIMAGE [FLASH, SOUL]
Prerequisites: Flash Step 15+ Ranks, Dex 16+, Flash Step Decoy
Benefits: By paying in multiples of 10 reiatsu while using flash step, you may create one afterimage of yourself per 10 points spent. These afterimages force a will save (DC 15 + Character Level + Spell Score Modifier) or your attacker attacks a duplicate destroying it.. This may continue until you yourself are attacked, or all the afterimages are destroyed. Doing this makes flash step a standard action. This is an extraordinary ability.

FLASH STEP ANTICIPATION [FLASH, SOUL]
Prerequisites: Flash Step 12+ Ranks, Senka
Benefit: If an opponent moves through a threatened square while they are using Flash Step, you may attempt an attack of opportunity. Unless you have Combat Reflexes, you can only make one such attack per turn, regardless of how many attacks of opportunity they incur. This is an extraordinary ability

FLASH STEP DECOY [FLASH, SOUL]
Prerequisites: Flash Step 15+ Ranks, Dex 16+
Benefit: The character can evoke a *Mirror Image* effect as a move action. This effect requires a DC 25 Flash Step Check. This is an extraordinary ability.

FLASH STEP DEFENSE [FLASH, SOUL]
Prerequisites: Flash step decoy, Blurring Step, Dex 18+
Benefit: The character has become so skilled at using Flash step that he is covered by a Displacement (ex) effect for 3 + spell score modifier rounds after making a DC 30 Flash Step check once per day per point of dexterity mod. This is an extraordinary ability.

FLASH STEP EVASION [FLASH, SOUL]
Prerequisites: Flash Step 15+ Ranks, Dex 16+
Benefit: You take one quarter damage on a passed reflex save. On a failed save you still take normal damage. This is an extraordinary ability.

FLASH STEP INVISIBILITY [FLASH, SOUL]
Prerequisites: Flash step decoy, Hide 10+Ranks, Move silently 10+ Ranks
Benefit: Your mastery of the Flash step technique is now of legendary proportions. You can become *invisible* for 1 round per level per day, as long as you are able to move. This requires a DC 23 Flash Step Check. This is an extraordinary ability.

FLASH STEP SPRING ATTACK [FLASH, SOUL]
Prerequisites: Increased Flash Step, Flash Step Decoy, Dodge, Mobility, Spring Attack
Benefit: You may use Flash Step to make a Spring Attack. This Spring Attack leaves your opponent flatfooted against the attack made with Flash Step Spring Attack. You must still successfully roll your Flash Step check, and if you fail to cover at least the distance to your target, this attack fails. Using Flash Step with this feat is a swift action. This is an extraordinary ability.

IMPROVED FLASH STEP [FLASH, SOUL]
Prerequisites: Flash Step 4+ Ranks
Benefit: Your Flash Step skill gains synergy bonus with Jump and Tumble. This is an extraordinary ability.

IMPROVED FLASH STEP EVASION [FLASH, SOUL]
Prerequisites: Flash step evasion, Dex 18+
Benefit: You still take one quarter damage on a succeeded Reflex save, but if you fail the Reflex save you instead only take half damage. This is an extraordinary ability.

INCREASED FLASH STEP [FLASH, SOUL]
Prerequisites: Flash Step 6+ Ranks, Tumble 6+ Ranks
Benefit: You gain +10 bonus on Flash Step checks. This is an extraordinary ability.

INCREDIBLE STEP [FLASH, SOUL]
Prerequisites: Flash Step 12+ Ranks, Improved Flash Step, Dex 18+, Far Step
Benefit: Lower the DC of all Flash Steps by 5. This is an extraordinary ability.

POWERFUL FLASH STEP [FLASH, SOUL]
Prerequisites: Strength 14+, Constitution 14+
Benefit: Your exceptional build allows you to use Flash Step while wearing medium armor or carrying medium load. This is an extraordinary ability.

SENKA [FLASH, SOUL]
Your mastery of Flash Step is of awesome proportions. You're so fast, people never see you coming.
Prerequisites: Flash Step 9+ Ranks, Flash Step Decoy, Blurring Step
Benefit: You may make a Flash Step check opposed by a Spot check against one opponent. Should you win, your next attack catches them flatfooted, even if they have Uncanny Dodge or the improved version. This is an extraordinary ability.

SUPERSONIC STRIKE [FLASH, SOUL]
You've learned to meld Hakudo and Shunpo into deadly martial arts.
Prerequisites: Unarmed Strike 4+ Ranks, Flash Step 6+ Ranks
Benefit: As your strikes get faster, your impact damage grows. For every 5 points in Unarmed Strike you have above 1, your unarmed damage increases by +1[BW]. This is an extraordinary ability.

TWIN FLASH STEP [FLASH, SOUL]
You're so good, you can take people with you
Prerequisite: Flash Step 6+ Ranks, Improved Flash Step
Benefit: You may take someone with you, provided they do not exceed your maximum push/pull weight. Add 10 to the DC of your Flash Step when attempting to use this feat. Failure means neither character moves, and the action is wasted. Twin Flash Step cannot be performed as a swift action. This is an extraordinary ability.

General Feats

ABILITY FOCUS [GENERAL, SPECIAL]
Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.
Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

ADVANCED COMBAT MARTIAL ARTS [GENERAL, COMBAT]
Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, Unarmed Strike 11+ Ranks.
Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.
Normal: An unarmed strike critical hit deals double damage.

ADVANCED FIREARMS PROFICENCY [GENERAL, COMBAT]
Prerequisite: Personal Firearms Proficiency.
Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).
Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

ADVANCED UNARMED STRIKE [GENERAL, COMBAT]
Prerequisites: Unarmed Strike Skill 9+ Ranks
Benefit: Increase the base damage you deal with your Unarmed Strike by one die size *(1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.)*
Normal: Unarmed Attacks deal 1d6 damage

AGILE RIPOSTE [GENERAL, COMBAT]
Prerequisites: Dexterity 13, Dodge.
Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.
Special: Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round unless you take this feat more than once.

ARMOR PROFICIENCY [GENERAL, ITEM]
Benefit: Choose an armor type you are not proficient with, beginning with Light. You gain proficiency with that type of armor.
Special: You must move up the armor categories from Light to Medium to Heavy. In this manner you may take this feat multiple times.
Special: You may specify a specific armor type to be proficient with instead of a category. If you do, the Max Dexterity Bonus is counted as one higher, the Skill Check penalty is one lower, and the armor grants you a bonus +1 to armor class. You must be proficient in the category of armor before you may specify an armor type.

BLIND-FIGHT [GENERAL, COMBAT]
Benefit: In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit.
An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Defense rolls, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.
You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.
Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to Defense rolls. The speed reduction for darkness and poor visibility also applies.
Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

BLINDSIGHT, 5FT Radius [GENERAL, SPECIAL]
Prerequisites: One attack skill 7+ Ranks, Blind-Fight, Wisdom 19.
Benefit: Using senses such as acute hearing and sensitivity to vibrations, you can detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern incorporeal beings. (Except for the decreased range, this feat is identical to the blindsight special ability.)
Special: This feat can be taken multiple times. Each time increases you Blindsight range by 5 feet.

BURST FIRE [GENERAL, COMBAT]
Prerequisite: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.
Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deals +2 dice of damage. Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.
Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.
Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

CLEAVE [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT CASTING [GENERAL, SOUL]
Benefit: You get a +4 bonus on Concentration checks made to cast a kido or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL, COMBAT]
Prerequisite: Int 13.
Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defense rolls. This number may not exceed your relevant attack skill ranks. The changes to attack rolls and Defense rolls last until your next action. A relevant attack skill is the skill you are using to attack that round.
Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Defense Rolls.
Special: You may take this feat multiple times. Each time add +5 to the max penalty and bonus you garner from this feat.

COMBAT MARTIAL ARTS [GENERAL, COMBAT]
Prerequisite: Unarmed Strike 4+ Ranks.
Benefit: When fighting unarmed, the character gains a +1 dodge bonus to Defense rolls and a +1 expertise bonus to the unarmed strike skill. They then receive an additional +1 to each per 5 character levels.

COMBAT REFLEXES [GENERAL, COMBAT]
Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
With this feat, you may also make attacks of opportunity while flat-footed.
Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

COMBAT THROW [GENERAL, COMBAT]
Prerequisite: Defensive Martial Arts.
Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

DEFENSIVE MARTIAL ARTS [GENERAL, COMBAT]
Benefit: The character gains a +1 dodge bonus to Defense against melee attacks. At every fifth level, you receive an additional +1 dodge bonus against melee attacks.
Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

DEFENSE SKILL FOCUS [GENERAL, COMBAT]
Choose one of your Base Defense Skills
Prerequisites: Fortitude, Reflex, Will or Defense 4+ Ranks
Benefit: You gain a +1 bonus plus an additional +1 per 4 character levels on all rolls you make using the selected skill. This feat is used instead of Skill Focus for Base Defense Skills.

DEFENSEIVE SKILL SPECIALIZATION [GENERAL, COMBAT]
Prerequisites: Chosen Base Defense Skill 7+, Defensive Skill Focus with Selected defensive skill
Benefit: Once per day, when you are to roll a check with the chosen skill, you may expend one action dice to auto succeed the roll instead of rolling normally. You are fatigued after using this feat.
Special: This feat may be taken multiple times, but until you have Defensive Skill Specialization with all three base defense skills, you cannot stack the ability of this feat. Once you have all three Defensive Skills specialized, each taking of this feat, allows one more use per day of one of the feats (You must choose when you take the feat, this choice cannot be changed)

DEFLECT ARROWS [GENERAL, COMBAT]
Prerequisites: Dex 13, Unarmed Strike 4+ Ranks.
Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed.
Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

DIEHARD [GENERAL, COMBAT]
Prerequisite: Endurance.
Benefit: When reduced to negatives hit points less than one half of your maximum hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.
When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach half your maximum hit points in negative hit points, you immediately die.
Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

DODGE [GENERAL, COMBAT]
Prerequisite: Dex 13.
Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense rolls per 4 character levels against attacks from that opponent. You can select a new opponent on any action.
A condition that makes you lose your Dexterity bonus to Defense rolls (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.
Special: You may take this feat multiple times to gain the ability to designate one additional target per acquisition.

ELUSIVE TARGET [GENERAL, COMBAT]
Prerequisites: Dexterity 13, Defensive Martial Arts.
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.
Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

ENDURANCE [GENERAL, COMBAT]
Benefit: You gain a +4 bonus +1 per 5 character levels on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.
Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

EXOTIC WEAPON PROFICIENCY [GENERAL, ITEM]
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Prerequisite: Weapon Attack 4+ Ranks
Benefit: You make attack rolls with the weapon normally.
Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.
Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword has an additional prerequisite of Str 13.

EYES IN THE BACK OF YOUR HEAD [GENERAL, COMBAT]
Prerequisites: One attack skill 6+ ranks, Wis 19.
Benefit: Attackers do not gain the usual +2 attack bonus when flanking you.

FAMOUS [GENERAL, SPECIAL]
Benefits: Your Reputation increases by +3
Special: You may take this feat multiple times. It's effect stacks.

FAR SHOT [GENERAL, COMBAT]
Prerequisite: Point Blank Shot.
Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

FLEET OF FOOT [GENERAL, COMBAT]
You can turn corners without losing momentum.
Prerequisite: Run.
Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.
Normal: Without this feat, you can run or charge only in a straight line.

FLYBY ATTACK [GENERAL, COMBAT]
Prerequisites: Fly speed or 4+ Ranks in Swim
Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

GREAT CLEAVE [GENERAL, COMBAT]
Prerequisites: Str 13, Cleave, Power Attack, Unarmed or Weapon Attack 4+ Ranks.
Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

GREAT FORTITUDE [GENERAL, SPECIAL]
Benefit: You get a +2 bonus on all Fortitude saving throws. For each 5 character levels you gain, you get an additional +1 bonus to all Fortitude Saving throws.

HEROIC SURGE [GENERAL, SPECIAL]
Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day equal to their level divided by 4 (round up), but never more than once per round.

HOLD THE LINE [GENERAL, COMBAT]
Prerequisites: Combat Reflexes, one attack skill 5+ ranks.
Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.
Normal: You only get an attack of opportunity against a character that exits a square you threaten

IMPROVED AGILE RIPOSTE [GENERAL, COMBAT]
Prerequisites: Dex 13, Dodge, Agile Riposte
Benefit: You may use your Agile Riposte more than once per round if you have Combat Reflexes. This still applies once per opponent.

IMPROVED BULL RUSH [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.
Special: You may take this feat multiple times to increase the bonus to Bull Rushing by an additional +4

IMPROVED COMBAT MARTIAL ARTS [GENERAL, COMBAT]
Prerequisites: Combat Martial Arts, Unarmed Strike 6+ Ranks.
Benefit: The character's threat range on an unarmed strike improves to 19–20.
Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

IMPROVED COMBAT THROW [GENERAL, COMBAT]
Prerequisites: Defensive Martial Arts, Combat Throw, Unarmed Strike 7+ Ranks.
Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.
Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

IMPROVED CRITICAL [GENERAL, COMBAT]
Prerequisite: Proficient with weapon, Relevant Attack Skill 11+ Ranks.
Benefit: Choose one type of weapon or unarmed strike. When using the attack form you selected, your threat range is doubled.
Special: You can gain Improved Critical multiple times. You may choose a different type of weapon gain the base benefits of this feat.
This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DEFENSES [GENERAL, COMBAT]
Prerequisites: 2 of the following: Defense, Fortitude, Will and Reflex 12+ Ranks
Benefit: You critically defend on a defense, fortitude, reflex or will save on a 19-20. This is an extraordinary ability.

IMPROVED DISARM [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Special: You may take this feat multiple times, gaining an additional +2 to the opposed attack roll.
Normal: See the normal disarm rules.

IMPROVED FEINT [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise.
Benefit: You can make a Bluff check to feint in combat as a move action.
Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE [GENERAL, COMBAT]
Prerequisites: Dex 13, Unarmed Strike 4+ Ranks.
Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks.
Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.
Special: You may take this feat multiple times to gain an additional +2 to your grapple checks.

IMPROVED INITIATIVE [GENERAL, COMBAT]
Benefit: You gain +4 to Initiative +2 per 4 character levels.

IMPROVED KNOCKOUT PUNCH [GENERAL, COMBAT]
Prerequisites: Unarmed Strike 9+ Ranks, Knockout Punch.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

IMPROVED MASSIVE DAMAGE THRESHOLD [GENERAL, SPECIAL]
Prerequisites: Constitution 15+, Character Level 6+
Benefit: Your Massive Damage Threshold increases by 15
Normal: Your massive damage threshold is (30 + 5/Level) points of damage.
Special: You may take this feat multiple times, it's effects stack.

IMPROVED NATURAL ARMOR [GENERAL, SPECIAL]
Prerequisites: Natural armor 1+, Con 13+
Benefit: The creature's natural armor bonus increases by 1.
Special: A creature can gain this feat multiple times, once per 5 levels. Each time the creature takes the feat its natural armor bonus increases by another point.

IMPROVED NATURAL ATTACK [GENERAL, COMBAT]
Prerequisites: Natural weapon, base attack bonus +4.
Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: *1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.* A weapon or attack that deals 1d10 points of damage increases as follows: *1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.*
Special: This may be taken multiple times once per each natural attack you have.

IMPROVED OVERRUN [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.
Special: You may take this feat multiple times, you gain an additional +2 to your overrun attempts
Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED SPEED [GENERAL, SPECIAL]
Prerequisite: Run, Constitution 13+
Benefit: Increase your base land speed by 5ft
Special: You may take this feat multiple times, it's effects stack.

IMPROVED SUNDER [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: When you strike at an object held or carried by an opponent, you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Normal: You provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.
If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.
Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

INCREDIBLE DEFENSE [GENERAL, COMBAT]
Prerequisites: Intelligence 17+, Dexterity 17+, Flash Step 13+ Ranks
Benefit: Once per day, you may use this feat to negate the damage of one attack action used against you. Effects other than damage still occur. This is an extraordinary ability.

IRON WILL [GENERAL, SOUL]
Benefit: You get a +2 bonus on all Will saving throws, +1 per 5 character levels.

JUDGE OPPONENT [GENERAL, SOUL]
Prerequisite: Sense Motive 6+ Ranks
Benefit: The character can judge his or her opponent's approximate Attack Bonuses and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as your enemy is much better than you with a sword, but if you connect a few times with your energy blast, it will drop him, rather than saying the enemy's relevant attack skill ranks are +10, with a specialty in Weapon Attack, and he has 60 Hit Points remaining.

KNOCKDOWN [GENERAL, COMBAT]
Prerequisites: Str 15+, Unarmed Strike or Weapon Attack 5+ Ranks, Combat Expertise, Improved Trip
Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, they must make a balance check DC (15 + Your character level + 1 per 5 damage taken) or be knocked prone.

KNOCKOUT PUNCH [GENERAL, COMBAT]
Prerequisites: Unarmed Strike 4+ Ranks.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

LEADERSHIP [GENERAL, SPECIAL]
Prerequisite: Character level 6th.
Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.
Special: For information on how many followers you can have and what level your special cohort can be, see the section: Leadership in the combat section.

LEAP ATTACK [GENERAL, COMBAT]
Prerequisites: Dexterity 13+, Relevant Attack Skill Ranks 3+
Benefit: The character can make leaping attacks, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent, he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defense) the character gets an extra +2 bonus to damage and may additionally add his or her Jump Skill Ranks to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defense, the character is off balance and receives a -4 penalty to any further defense checks until his or her turn to act in the following round.

LIGHTNING REFLEXES [GENERAL, SOUL]
Benefit: You get a +2 bonus on all Reflex saving throws plus an additional +1 per 5 character levels.

MANYSHOT [GENERAL, COMBAT]
Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, Ranged Shot 9+ Ranks
Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).
For every five points of ranged shot ranks you have above +9, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +19. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).
Damage reduction and other resistances apply separately against each arrow fired.
Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

MOBILITY [GENERAL, COMBAT]
Prerequisites: Dex 13, Defensive Skill Focus (Reflex).
Benefit: You get a +4 dodge bonus to Defense rolls against attacks of opportunity. Dodge bonuses stack with each other, unlike most types of bonuses.

MULTIATTACK [GENERAL, COMBAT]
Prerequisites: Three or more natural attacks.
Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty. This instead of the normal -5 penalty.

NATURAL SPELL [GENERAL, CASTING]
Prerequisites: Wis 13, Animal Form
Benefit: You can complete the verbal and somatic components of spells while in a animal form. You substitute various noises and gestures for the normal verbal and somatic components of a spell.
You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in an animal form.

NERVE PINCH [GENERAL, COMBAT]
You can incapacitate foes with a vicelike pinch.
Prerequisites: Unarmed Strike 4+ Ranks.
Benefit: You make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 15 + your character level + your Strength modifier) or be paralyzed for 1d4+1 rounds.
Special: This ability does not work on creatures without nervous systems or discernible anatomies.

OVERBEARING ATTACK [GENERAL, COMBAT]
Prerequisites: Dexterity 17+, Charisma 17+
Benefits: Once per day per point of dexterity modifier, you may make an attack roll when attacked in melee by a weapon, unarmed strike or natural attack. If your attack succeeds, the attack against you misses whether it would have hit or not. If your attack succeeds by 10 or greater, the next attack you make against your opponent catches them flatfooted. This attack deals damage as normal.

OVERWHELMING DEFENSES [GENERAL, COMBAT]
Prerequisites: Strength 17+, Constitution 17+
Benefit: Once per day you may make a bull rush attempt against a creature that just hit you with an unarmed or melee attack and hit. Double the distance moved. This is an extraordinary ability.

PERSONAL FIREARMS PROFICNECY [GENERAL, COMBAT]
Benefit: The character can fire any personal firearm without penalty.
Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms that they are not proficenct with

POINT BLANK SHOT [GENERAL. COMBAT]
Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet. In addition, you gain an additional +1 to attack and damage rolls per 3 character levels to ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]
Prerequisite: Str 13.
Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your relevant attack skill ranks. The penalty on attacks and bonus on damage apply until your next turn.
Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. You may treat it as a two-handed weapon by attacking only with one end.)

PRESCICE SHOT [GENERAL, COMBAT]
Prerequisite: Point Blank Shot.
Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee by taking a -2 Penalty, -1 per 4 character levels to a minimum of 0, rather then the normal –4 penalty.

QUICKEN SPELL-LIKE ABILITY [GENERAL, SPECIAL]
Prerequisite: Spell-like ability at caster level 10th or higher.
Benefit: Choose one of the creature's spell-like abilities. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).
Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.
The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the associated table. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.
Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

RAPID SHOT [GENERAL, COMBAT]
Prerequisites: Dex 13, Point Blank Shot.
Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

REIATSU RECOVERY [GENERAL, SPECIAL]
Prerequisites: Constitution 13+
Benefit: Your reiatsu recovery per day doubles. (See Reiatsu Rules)

RETREAD [GENERAL, COMBAT]
Benefit: You may re-choose a one time choice you have made.
Special: You may take this feat more than once, each time re-choose another choice you have made.

RUN [GENERAL, SPECIAL]
Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.
Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SEATED OFFICER [GENERAL, WEALTH]
Prerequisites: Weapon Attack 5+ Ranks
Benefits: Your reputation and your wealth increases by +2
Special: You may take this multiple times, it's effects stack.

SHARP-SHOOTING [GENERAL, COMBAT]
Prerequisites: Point Blank Shot, Precise Shot, one attack skill 6+ ranks
Benefit: Your targets only receive a +2 bonus to Defense rolls due to cover. This feat has no effect against foes with no cover or total cover.
Normal: Cover normally gives a +4 bonus to Defense.

SHOT ON THE RUN [GENERAL, COMBAT]
Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, Ranged Shot 7+ Ranks.
Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Special: You may take this feat more than once. If you do, add 10 to your base speed only for purposes of this feat, and gain a +1 bonus to Attack Rolls, Damage Rolls and Armor Class.

SKILL AFFINITY [GENERAL, SPECIAL]
Benefit: Choose 2 Skills that are related (At GM's Discretion), gain a +2 untyped bonus to both skills.
Special: You may choose this feat multiple times, each time it pertains to 2 different skills. For every 5 ranks gained in those skills add an additional +1 bonus
Special: You cannot use these with Base skills.

SKILL FOCUS [GENERAL, SPECIAL]
Choose a skill.
Benefit: You get a +3 bonus on all checks involving that skill. If you have 10 or more ranks in that skill, this bonus increases to +6.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill. You may not use this feat with Attack or Defensive skills. Use Weapon Skill Focus and Defense Skill Focus for this purpose.

SNATCH ARROWS [GENERAL, COMBAT]
Prerequisites: Dex 15, Deflect Arrows, Unarmed Strike 4+ Ranks.
Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

SPRING ATTACK [GENERAL, COMBAT]
Prerequisites: Dex 13, Defensive Skill Focus (Reflex), Mobility, Main attack skill 4+ ranks.
Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.
You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.
When your relevant melee attack skill reaches 11+ ranks you can use spring attack against an additional target.
When your relevant melee attack skill reaches 16+ ranks you can use spring attack against a third target.
Special: You may take this feat more than once. If you do, add 10 to your base speed only for purposes of this feat, and gain a +1 bonus to Attack Rolls and Armor Class.

STUNNING FIST [GENERAL, COMBAT]
Prerequisites: Dex 13, Wis 13, Unarmed Strike 11+ Ranks
Benefit: Once per day per character level, you may declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

STREETFIGHTING [GENERAL, COMBAT]
Prerequisites: Unarmed Strike 4+ Ranks.
Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d6 points of damage per 5 levels.

SUPERIOR EXPERTISE [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise, one attack skill 9+ ranks.
Benefit: When you use the Combat Expertise feat to improve your Defense, the number you subtract from your attack and add to your Defense can be any number that does not exceed your attack skill ranks. This feat eliminates the +5 maximum for the Combat Expertise feat.

SURGERY [GENERAL, SKILL]
Prerequisite: Treat Injury 4 ranks.
Benefit: The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.
Normal: Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

TRACK [GENERAL, SPECIAL]
Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on Table: Track DC.
For more information on the Track feat please go to the following address:
http://www.d20srd.org/srd/feats.htm#track
Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

TRAMPLE [GENERAL, COMBAT]
Prerequisites: Size Category or Virtual Size Category one higher than your target.
Benefit: When you attempt to overrun an opponent, your target may not choose to avoid you. You may make one unarmed or melee attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE [GENERAL, COMBAT]
Prerequisites: Dex 15, Two-Weapon Fighting.
Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your Defense rolls. See the Two-Weapon Fighting special attack.
When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Special: You gain an additional +1 shield bonus to Defense rolls when wielding a double or two weapons per 4 character levels. In addition, every 6 character levels your total defense action bonus increases +2

TWO-WEAPON FIGHTING [GENERAL, COMBAT]
Prerequisites: Dexterity 13+
Benefit: When fighting with two weapons, you reduce the penalties to attacks by 2. You make as many attacks with your off-hand as you do with your primary hand.
Normal: You receive a -6/-10 penalty to your attack when fighting with 2 weapons. The first number is your primary hand, the second your off-hand.
Special: You may take this feat multiple times. Each time, you reduce the penalty by a further 2. Once you reach 0, you may no longer take this feat.

UNBALANCE OPPONENT [GENERAL, COMBAT]
Prerequisites: Defensive Martial Arts, Unarmed Strike 9+ Ranks.
Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her modifier to attack rolls when targeting the character. (If the opponent has a penalty, he or she still takes that penalty.)
The opponent's Strength modifier applies to damage, as usual.
The character can select a new opponent on any action.

WEAPON FINESSE [GENERAL, COMBAT]
Prerequisite: Weapon Attack 4+ Ranks.
Benefit: You may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

WEAPON SKILL FOCUS [GENERAL, COMBAT]
Choose one of your Base Attack Skills
Prerequisites: Chosen Base Attack Skill 4+ Ranks
Benefit: You gain a +1 bonus plus an additional +1 per 4 character levels on all attack rolls you make using the selected skill. This feat is used instead of Skill Focus for Base Attack Skills.

WEAPON SKILL SPECIALIZATION [GENERAL, SPECIAL]
Choose one base skill for which you have already selected the Weapon Skill Focus feat. You deal extra damage when using this weapon.
Prerequisites: Chosen Base Attack Skill 7+ Ranks, Weapon Skill Focus with selected base attack skill.
Benefit: You gain a +2 bonus plus an additional +2 per 4 character levels on all damage rolls you make using the selected base attack skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new base attack skill. This feat is used instead of Skill Focus for Base Skills.

WINDFALL [GENERAL, SPECIAL]
Benefits: Your Wealth increases by +3. Also this feat grants a +1 bonus to Profession checks
Special: You may take this feat multiple times. Both effects stack.

WHIRLWIND ATTACK [GENERAL, COMBAT]
Prerequisites: Dex 13, Int 13, Combat Expertise, Defensive Skill Focus (Reflex), Mobility, Spring Attack, Main attack skill 4+.
Benefit: When you use the full attack action, you can give up all your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.
You do not gain bonus attacks from feats or other effects.

Item Creation Feat

CRAFT CONSTRUCT [ITEM CREATION, GENERAL]
Prerequisites: Academic Knowledge, Seasoned, any 3 knowledges at 10 ranks
Benefits: A creature with this feat can create any construct which they meet the prerequisites for. Creating a concstruct takes a DC (15 + Construct Hit dice) Craft (Mechanical Check). You cannot create a construct with more hit dice than you have. It can be built as any race except Bounto and gain the Bizarre hollow growth power Construct for free regardless of prerequisite. After construction they level up as normal. Building a construct takes one day per hit dice. A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by making a DC 10 wealth check per point of damage repaired. Each point is rolled for seperately.

CHEMICAL AUGMENTATION [ITEM CREATION, GENERAL]
Prerequisite: Craft (Chemical) 6+ Ranks, Skill Focus Craft (Chemical)
Benefit: When crafting a chemical item, you may increase the potency of the DC to resist the effects of the item by 1 by adding 1 to the craft check. Every 3 you add to the craft check adds 1 to the Purchase DC and the time to create the item by 1 hour.

Kido Feats

SPELLCASTER [KIDO, REIATSU]
Prerequisites: Knowledge (Kido Lore) 4+ Ranks, Spellcraft 4+ Ranks
Special Prerequisites
- Shinigami, Quincy first level or
- Superhuman and Bounto third level or
- Hollow and Soulcaster fifth level

Benefit: When you take this feat, you begin casting kido of the Hado and Bakudo list from grade 1. The number of kido you gain per grade is equal to your spellscore modifier, which is chosen upon selecting this feat from amongst your Mental Statistics, but is normally charisma. You may take this feat again, which gives you access to the second choice as a primary focus.
Special: If you possess the spiritually aware feat and no racial feat, your effective character level for taking this feat is considered 2 higher for when you gain access to kido grades. If you have the spiritually aware feat and no racial feat, you may take this feat at first level.

EISHOHAKI [KIDO, REIATSU]
Prerequisites: Spellcraft 8+ Ranks, Spellcaster
Benefit: Upon selecting this feat, you pick a number of kido you already know equal to one half your spellscore modifier. You may skip the incantation for these kido and still empower them.
Special: This feat may be taken more than once, each time you select more kido you know equal to one half your spellscore modifier.

DOUBLE INCANTATION [KIDO, REIATSU]
Prerequisites: Spellcraft 9+ Ranks, Eishohaki, Spellcaster
Benefit: With this feat, you can use 2 kido that you have eishohaki with as part of the same action. You cannot skip the incantation for them. You pay the full amount for the first kido and half the amount for the second.

KIDO SHAPING [KIDO, REIATSU]
Prerequisites: Spellcraft 12+ Ranks, Eishohaki, Kido Focus, Spellcaster
Benefit: When using a kido with an area effect, you can designate a number of 5 foot squares within the area equal to one-quarter of your spellscore modifier. Those 5 foot squares are unaffected by the kido.

KIDO FOCUS [KIDO, GENERAL]
Prerequisites: Spellcaster, Spellcraft 9+ Ranks, Eishohaki
Benefit: You may pick one of your kido that you have the Eishohaki feat selected with. You can use it's full powered version while skipping it's incantation. In addition, instead of the normal -10 penalty for delivering a kido with a different attack form, you take a -5 penalty instead. If you use the full incantation version with the kido you selected with this feat, you get to add a second mental modifier to either the attack or damage. The selection is made when you select this feat and cannot be changed at a later time.
Special: You may take this feat multiple times, each time you do apply it to a different kido that you have the Eishohaki feat with.

DELAYED INCANTATION [KIDO, REIATSU]
Prerequisites: Spellcraft 12+ Ranks, Eishohaki, Spellcaster
Benefit: When using your kido whose effect lingers or that can be maintained through concentration, you can intone it's incantation the following round to gain it's full effect.

KIDO OF OPPORTUNITY [KIDO, GENERAL]
Prerequisites: Spellcraft 12+ Ranks, Eishohaki, Spellcaster, Kido Focus
Benefit: You may pick one of your kido that you have Kido Focus with. You may make attacks of opportunity with that kido. Your threatened squares range for the specific kido is 15 feet.
Special: You may take this feat multiple times, each time you pick another feat from your kido focus list to make attacks of opportunity with. This attack of opportunity does not provoke an attack of opportunity for spellcasting.

REIATSU COUNTERSPELLING [KIDO, REIATSU]
Prerequisites: Knowledge (Kido) 8+ Ranks, Spellcraft 8+ Ranks, Eishohaki, Spellcaster
Benefit: You may ready an action to attempt to negate an opponent's kido. To negate their kido you must successfully identify the kido with a Spellcraft check, then you must use a kido one grade higher than the one they are using. It must be from the same section (IE Bakudo vs Bakudo or Hado vs Hado). When attempting to negate a bakudo, you must make an opposed Will Saves. When attempting to negate a hado, the damage that your hado would deal is subtracted from their's to a minimum of 0.

ENLIGHTENED [KIDO, REIATSU]
Prerequisites: Spellscore 13+
Benefit: Your Spellscore modifier is treated as 4 higher than normal for kido effects.
Special: This may be taken multiple times. Each time it is taken, add 2 to your virtual spellscore modifier.

Racial Feats [Grouped by Race]

The feats in this section are specific to one race or class of races, such as Bounto and Shinigami. While they are noted that you must have the prerequisite race to gain said feat, it should be noted again. You may only qualify for a racially specific feat if you have the racial feat required, or if you have the Oldblood feat for the race required.
Any race with a natural attack can gain iterative attacks as a weapon

Bounto Feats

BOUNTO [RACIAL, SOUL]
Prerequisites: Exclusive of any other racial feat
Benefits: You gain a bite attack that deals 1d6 damage and grants you one day of life per damage dealt. You also gain a Doll. For every 5 ranks after the first you gain with Unarmed Strike beyond 1 your bite damage increases by 1d6.
A Doll is an Astral Construct of your soul of a level equal to half your character level (minimum 1) that you can manifest at will. As you become more powerful, you gain more powers to your astral construct. When you move up in level, you keep all old powers your doll has garnered from being an Astral Construct [See Doll Powers section for more information].
Once every 30 days, the Bounto must make a will save with a DC equal to the Doll's Charisma Score. Failure means that the Bounto loses their Doll. Success means that the Doll has found you worthy of continued use. If the Bounto is brought down to less than one quarter of it's hit points it must immediately make the same roll as if a month had passed. Rolls from damage do not count towards their monthly roll.
If your Doll is destroyed, the Bounto instantly begins aging at a rate of 1d6 years every round (battle time, not real time). A Fortitude Save with a DC equal to the last attack roll made against their Doll can be made to stave off the effects of this for one minute per success. If the Bounto can gain access to another Doll that will be willing to fight along side them, the aging ends, and actually reverses, returning the Bounto to the age they were when they became a Bounto.

BOUNTIFUL HARVEST [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Fortitude 5+ Ranks
Benefit: When calculating bonus lifespan gained through damage dealt by your bite attack, double that number.
Special: You may take this feat multiple times, each time double the effect again *(IE, x2 become x3 etc)*

CREATE BITTO [BOUNTO, SOUL, EVIL]*
Prerequisites: Bounto Feat, Spellcraft 10+ Ranks, Weapon Attack Skill 9+ Ranks, Bountiful Harvest Feat, Must sacrifice a Bounto.
Benefits: Sacrificing a Bounto, you transform them into Bitto. A Bitto is a Swarm with a number of Hit Dice equal to the Bounto sacrificed. They have an initiative equal to yours and ranks equal to one half the Sacrificed Bounto's HD + 3 in the Unarmed Attack skill. Within the Swarm a target is susceptible to Drain and Distraction. Each round that a creature spends within the swarm, they must make a Fortitude Save DC (15 + One Half the Sacrificed Bounto's HD) or be nauseated for that round. If a Bitto hits, the next round, the Target takes 1 damage to all mental statistics. They crit on a 19-20 for x2 damage. Bitto take half damage from weapons. They are otherwise just like Swarms. Damage from a Bitto Swarm adds time to the controlling Bounto's life just like bite damage and damage dealt to mental scores is x10 towards this effect. Creating Bitto is an undeniably evil act, and if this feat is used, the user will be forced into Jigoku upon death. This is a supernatural ability.

DOLL MERGE [BOUNTO, SOUL]*
Prerequisites: Bounto Feat, 3 times base Bite Damage
Benefit: For One minute per level per day, the Bounto and their Doll may merge into one incredibly powerful being. Merging with your Doll is a Full Round action if your Doll has not been released yet, and is a Standard Action if it has. When Merged, the new being uses the better of the two separate being's Physical and Mental Statistics, and adds the weaker one's modifiers to the stronger. Each statistic is ascertained separately for this effect. The Bounto is always in control of the combined form, but gains all the Special Attacks of the Doll.
If the Merged Bounto is killed during this process, the Doll and Bounto separate and they are both reduced to zero hit points, destroying the Doll. A doll destroyed in this manner regenerates in 1d4 days, and does not cause the Bounto to age, but the Bounto is unconscious until the Doll regenerates. This is a supernatural ability.
Special: If the user of this feat has the Twin Doll feat, the Merging gains the bonuses of the feat on top of the normal benefits. No matter how many times the user of this feat has the Twin Doll feat, this effect only applies once.

INDOMINABLE SPIRIT [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Willpower 9+ Ranks
Benefit: You gain a +5 bonus on your roll to control and maintain worthiness in your Doll's eyes.

POWERFUL DOLL [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Willpower Skill 6+ Ranks
Benefit: You gain your Wisdom Bonus as extra points to improve your Doll's Physical Statistics as attribute points to distrubute.

TWIN DOLL [BOUNTO, SOUL]*
Prerequisites: Bounto Feat, Must have a Twin Sibling, May only be taken at the same time you take the Bounto Feat.
Benefit: You and your twin sibling are connected by your soul, and as such share one doll. When creating your Doll, they gain a +4 bonus to Strength, Dexterity and Constitution.
Penalty: If the Doll dies both twins are aged just as a normal Bounto, and they must find another doll willing to take both on. If one dies because of aging, they both die.
Special: You may take this feat multiple times. Each time adds another sibling to the mix, and increases the chances of dying. The positive effect is that it adds an additional +2 to all Physical statistics per sibling.

WEAPON FORM [BOUNTO, SOUL]*
Prerequisite: Bounto Feat
Benefit: Your Doll does not have a creature form and instead takes the form of a weapon. The weapon deals 1d6 damage +1d6 per 5 ranks of Weapon Attack you have beyond 1. This form is built like Shikai, gaining one Shikai choice when acquired and one more per 2 character levels. Your weapon form MAY be the form of a ranged weapon.
Special: If you have the Doll Merge feat, you still merge with your Doll gaining all the Abilities you have garnered to your Unarmed Strikes.

WEAPON RELEASE [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Weapon Form feat, Weapon Attack Skill 11+ Ranks
Benefit: Your Doll gains the ability to have a second form that you can use in melee combat. This can be a one or two handed weapon, but can only be a Melee Weapon. You create the second form as per the Bankai Feat, and may release your Doll to this form for One Minute per level per day as a standard action.
Special: Once chosen, the form of your Weapon Release can never be changed, but the enhancements can be rewritten with the Renewed Release feat. If you have the Doll Merge feat, you still merge with your Doll gaining all the Abilities you have garnered to your Unarmed Strikes.

Bounto Doll Feats

NATURAL ARMOR [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain +2 Natural Armor
Special: This can be taken multiple times, it's effects stack. This is an extraordinary ability.

HEARTY CONSTRUCTION [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain +10 HP
Special: You may take this feat once per size category you gain, it's effects stack

SECOND SLAM [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain a second slam attack. This is an extraordinary ability.

STRANGE ABILITY [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain one Hollow Growth power from the following list: Bite Attack, Crunch, Deflection, Energy Resistance, Enhanced Speed, Extra Limb, Fast Healing, Ground and Pound, Improved Hollow Flight, Increased Size, Magic Fang, Monstrous Feat, Pounce, Precognition, Reflection, Rend, Scent, Size Increase, Special, Swallow Whole, Swiftness, Trample. These are extraordinary abilities.
Special: You may take this feat multiple times, each time you gain an additional Hollow Growth Power. You must meet any prerequisites of the hollow growth power you take besides being a hollow.

ELEMENTAL AFFINITY [DOLL, SOUL]
Prerequisite: Doll
Benefit: Choose one element (fire, cold, electricity, acid or sonic). Your slam attacks are made of this element instead of untyped damage. This also means your slam attacks overcome all Damage Reduction. This is a supernatural ability.

BREATH WEAPON [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain a breath weapon that deals damage equal to your slam attack's damage of an element chosen from the following (fire, cold, electricity, acid or sonic). This can be used every 1d4+1 rounds. Choose one of the following areas (30 foot cone, 100 foot line, 20 foot burst) That is the area of your breath weapon. This is a supernatural ability.
Special: If you have an Elemental Affinity, the element chosen with this feat must be the same as was chosen with that feat.

AUGMENTED CRITICAL [DOLL, SOUL]
Prerequisite: Doll, Improved Critical
Benefit: Choose one attack you can make that you have chosen with Improved Critical, it's critical threat range doubles again. This is an extraordinary ability.

NATURAL ATTACK [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain one natural attack form other than slam that you do not already have. That deals 1d6 damage (1d8 for large dolls, 1d10 for huge dolls) per 5 points of Unarmed Strike you have. This is an extraordinary ability.
Special: You may take this feat once per natural attack there is (bite, claw, gore, crush, tail slap, wing buffet) You must have the appropriate limbs to make such attacks (Such as wings for wing buffets). If you have more than one limb you may take the same natural attack more than once up to the number of limbs of the proper type you possess.

POWERFUL DOLL [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain 1 additional pick from the list of your doll's level or lower.
Special: You may take this feat multiple times.

AUGMENTED CONSTRUCTION [DOLL, SOUL]
Prerequisite: Doll
Benefit: Once per day, as an immediate action, you may make yourself immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects for a number of rounds equal to your charisma modifier + 3. This is a supernatural ability.

Fullbringer

FULLBRINGER [RACIAL, SOUL]
Prerequisites: Exclusive any other racial feat
Benefit: Choose one of the following options, you have that option and may pick fullbringer feats. Fullbringer is a living race.

- ***Weapon Attack:*** You have a weapon that deals 1d6 damage and crits on a 19-20. A weapon sundered repairs itself in 2d6 days.
- ***Ranged Shot:*** You have a ranged weapon that deals 1d6 damage in a 90 foot range and crits for x3. A thrown ranged weapon returns to your hand in the same round it was thrown and has a 30 foot range increment instead of the normal 90. A weapon sundered repairs itself in 2d6 days.
- ***Unarmed Strike:*** You use unarmed strikes that deal 1d8 damage. A broken arm or leg heals in 2d6 days as does an impaled arm or leg. Arms and Legs that are cut off are repaired normally.

The damage from these abilities increases as you gain ranks in the requisite skills. For every 5 ranks of the skill in question after the first, the damage increases by 1[BW]. Fullbringers may use Reiatsu and skills as a Shinigami.

Table: Fullbring powers costs

+1 Enhancement Bonus	1 Point
An additional d6 of damage	1 Point
An additional damage type (Elemental, Ranged, Bludgeoning, Piercing, etc)	1 Point
Temporarily gain one fixed feat (Bypass non feat related prerequisites)	2 Points
Area of Effect: Level 5ft squares cone, line or burst diameter, 1/2 levels 5ft squares emanation or column diameter Alternatively, can add one target to the attack per 3 levels (May be taken more than once to add more to the areas.)	3 Points
Per level of a psionic effect with manifester level equal to character level. No PP	4 Points
DM may allow particular powers emulating original effects	Special

Moreover, any of the following weapon special ability can be added to the release definition (See description)

Table: Special Ability Costs and Bonus

Defending	1 Point	+1
Ghost Touch	1 Point	+1
Keen	1 Point	+1
Merciful	1 Point	+1
Mighty Cleaving	1 Point	+1
Returning	1 Point	+1
Kido Storing	1 Point	+1
Throwing	1 Point	+1
Thundering	1 Point	+1
Vicious	1 Point	+1
Critical Burst	1 Point	+1
Poisoning	2 Points	+2
Speed	3 Points	+3
Brilliant Energy	4 Points	+4
Dancing	4 Points	+4
Vorpal	5 Points	+5
Accurate	3 Points	+3
Enduring	4 Points	+4
Auto-Fire	4 Points	+4
Homing	3 Points	+3
Penetrating	5 Points	+5
Vampiric	5 Points	+5

50% FULLBRING [FULLBRINGER, SOUL]
Prerequisites: Fullbringer, 2[BW] Attack damage
Benefit: Once per day per level, for the entirety of an encounter the Fullbringer may call upon his item of power or body to perform a Fullbring. Using a Fullbring is a standard action.
To define a Fullbring, choose for your character a set of powers from the Release powers table above.
You have a base point allotment for choosing equal to your base total spell score. Natural increases to your spell score (Including Permanent Feat Bonuses) increase your point allotment by that amount. You may not chose an ability more times than your level. This is a supernatural ability.

100% FULLBRING [FULLBRINGER, SOUL]
Prerequisites: Fullbringer, 3[BW] Attack Damage, 50% Fullbring
Benefit: Your Fullbring has become full powered. For one minute per level per day you may release your 100% Fullbring. To define a 100% Fullbring, choose for your character a set of powers from the Release powers table above. You have a point allotment for choosing equal to twice your total spell score. You may not take any ability more times than your level. This is a supernatural ability.

POWERFUL FULLBRING [FULLBRINGER, SOUL]
Prerequisite: Fullbringer, 50% Fullbring, 2 [BW] Attack Damage
Benefit: You gain 2 points for your Fullbring.
Special: This may be taken multiple times, each time you gain 2 more points for your Fullbring

SWIFT FULLBRING [FULLBRINGER, SOUL]
Prerequisite: Fullbringer, 50% Fullbring, 2[BW] Attack Damage
Benefit: You may release your Fullbring as a swift action
Normal: Releasing Fullbring is a standard action

ENHANCED RANGED ATTACK [FULLBRINGER, SOUL]
Prerequisite: Fullbringer Ranged Shot
Benefit: You gain your Dexterity modifier to ranged damage rolls. This is an extraordinary ability.

FULLBRING DEFENSE [FULLBRINGER, SOUL]
Prerequisites: 50% Fullbring, 18 Constitution
Benefit: While your Fullbring is released, you may increase your damage reduction by one half your level by expending 50 Reiatsu as a immediate action. When you do this, you also gain universal energy resistance at the same number (one half your level).

FULLBRING OFFENSE [FULLBRINGER, SOUL]
Prerequisites: 50% Fullbring, 18 Dexterity or Intelligence
Benefit: While your Fullbring is released, you may gain a bonus on attack rolls equal to one half your level by expending 100 reiatsu as a swift action. The bonus lasts for your spellscore modifier in rounds and you deal 1 [BW] extra damage with all attacks while this bonus lasts.

FULLBRING MASTERY [FULLBRINGER, SOUL]
Prerequisites: 100% Fullbring, 3[BW] Damage
Benefit: You may now take an option a number of times equal to one and a half times your level. (IE If you took Powerful Fullbring at 10th level, you could raise the bonus on your weapon to +15 instead of just +10.)

HIGH FULLBRING MASTERY [FULLBRINGER, SOUL]
Prerequisites: 100% Fullbring, 4[BW] Damage, Fullbring Mastery
Benefit: Fullbring abilities cost 1 less point to place onto your Fullbring (Minimum 1 point)

SUPER FULLBRING [FULLBRINGER, SOUL]
Prerequisite: 2[BW] Damage
Benefit: Add 2 to the damage you deal with your Fullbring. This is precision based damage and is applied only on the first attack in a round.
Special: This may be taken multiple times. Each time add 2 + 1 per times this feat was taken to your damage (IE. If you take this feat 9 times, you would add 27 damage to your attacks, 2 per feat = 18 + 9 for the number of times this feat was taken.)

IMPROVED FULLBRING [FULLBRINGER, SOUL]
Prerequisite: 3[BW] Damage, 50% Fullbring
Benefit: Your fullbringer weapon gains an additional benefit based on the skill you chose when you received the racial feat [Fullbringer].
- If you chose Weapon Attack, your weapon now critically hits for x3 damage.
- If you chose Ranged Shot, your weapon's range increases by 30 feet. If your ranged shot weapon is a thrown weapon, the range instead increases by 10 feet.
- If you chose Unarmed Strike, your critical range increases to 19-20 for x2 damage.

OVERSIZED FULLBRING WEAPON [FULLBRINGER, SOUL]
Prerequisite: Relevant Attack Skill 9+ Ranks.
Benefit: Your weapon is one size category larger than normal, and you can wield the weapon with full proficiency. It deals damage one size category larger than normal (Thus a Weapon Attack weapon deals 1d8 [BW] damage as does a Ranged Shot attack. Unarmed Strikes are not effected by this feat. To increase your Unarmed Strike's Damage, take the Advanced Unarmed Strike feat.)

OBJECT FULLBRING [FULLBRINGER, SOUL]
Benefit: Your Fullbring is an object and not a weapon of any sort. You have no racial attack, but you can gain 50% Fullbring at level 1, and you gain one and a half times the number of points as normal for all your fullbrings. In addition, the prerequisites for 100% Fullbring is reduced by 1[BW]

SEALED FULLBRING ABILITY [FULLBRINGER, SOUL]
Benefit: You gain one-quarter of your spellscore to design a special attack which is active all the time whether your Fullbring is active or not.
Special: You may take this up to three times, each time designing another special attack.

Hollow Feats

HOLLOW [RACIAL, SOUL]*
Prerequisites: Exclusive of any other racial feat.
Benefit: Choose one of the following: Either your Unarmed Strikes deal 1d6 damage, and count as being armed or You gain a claw attack that deals 1d6 damage. Either way, you gain an additional 1d6 damage each time you gain 5 ranks after the first from your Unarmed Strike skill. You may choose one of the following Hollow Growth power [*See Hollow Growth Powers*]. You gain an additional Hollow Growth Power every 3 levels after you gain this feat.

HOLLOW GROWTH POWER [HOLLOW, SOUL]
Prerequisites: Hollow
Benefits: You gain an additional hollow growth power
Special: You may take this feat multiple times, each time gain an additional hollow growth power.

Quincy Feats

QUINCY [RACIAL, SOUL]*
You are either an embittered survivor of a Hollow attack, or the child/student of one.
Prerequisites: Exclusive of any other racial feat.
Benefit: You possess a Quincy cross that summons a spiritual bow dealing 1d6 damage with a 90' range and crits for x3. Your bow gets more powerful as your Reiatsu grows stronger. Each time you gain 5 ranks after the first from your Ranged attack skill ranks beyond 1, your spiritual bow damage increases by +1d6. You are automatically considered proficient with your spiritual bow. When you gain your second attack from your Ranged Attack skill, your bow becomes more powerful, gaining 1 choice from the shikai list and an additional one per 3 levels thereafter. When you get your third attack, you may learn 1 Master Shot, and gain an aditional one per 3 levels thereafter. The shikai picks are usable when your quincy bow is active, Master shots may only be used with a quincy bow. If you drop your Quincy Bow, it disipates, it can be sundered and it is a free action to put away your spiritual bow. Quincy is a living race.

ALTERNATE BOW [QUINCY, SOUL]
Prerequisites: 1 times base Quincy Bow Damage,
Benefits: Your Quincy Bow takes the form of another ranged weapon, gaining all properties of the chosen weapon, including damage. This can only be a ranged weapon that deals less than 3 dice of damage base. No matter the form, your weapon does not need to be reloaded. This is an extraordinary ability.

COMPOSITE BOW [QUINCY, SOUL]
Prerequisites: 2 times base Quincy Bow Damage
Benefits: You gain an additional Shikai or Master Shot ability. You must have access to Master Shots to add one to your repertoire.
Special: You may take this multiple times, it's effects stack.

CRAFT GINTO TUBE [QUINCY, ITEM CREATION]
Prerequisites: Quincy, Spellcaster, Wisdom 15+, Caster Level 9+, Craft Spirit Tube
Benefits: You can create a Ginto Tube, or a Ginto Tube Web. By crafting a standard Spirit Tube (Or series of tubes) and increasing the time to 15 days per tube, you can imbue the Tube or Tube Web with a specific kido that you can cast at a later date by using the tube itself. The kido imbuement remains the same (50 Reiatsu per tube) and to cast any kido that costs more, you need to create multiple Ginto Tubes and spiritually connect them (A Ginto Tube Web). Imbuing a Ginto Tube into a Ginto Tube Web (Interconnected tubes) requires an additional 5 days of work. This is a supernatural ability.

CRAFT SPIRIT TUBE [QUINCY, ITEM CREATION]
Prerequisites: Quincy, Spellcaster, Wisdom 15+, Caster Level 6+
Benefits: You can create Quincy Spirit Tubes which act as recepticles for your spiritual energy to be used at a later date. Once created, Spirit Tubes can be invested with 50 Reiatsu. They can then be used either by themselves or in concert to cast kido once you've run out of reiatsu, or used along with your natural casting ability to cast a kido you don't have the reiatsu reserve left to cast. Creating a standard Spirit Tube is a relatively simple process that requires 10 days per tube created . Once created they hold the proper number of reiatsu until discharged. This is a supernatural ability.

ENHANCED SPIRITUAL ABSORPTION [QUINCY, SOUL]
Prerequisites: Quincy Cross, Concentration 4+ Ranks
Benefits: When you fire your Quincy Arrows, add your Spellscore Modifier to the damage you deal. This is a supernatural ability.
Special: You may take this feat multiple times. Each time add 2 to the damage your Quincy Arrows deal.

HIRENKYAKU [QUINCY, FLASH]
Prerequisites: Quincy, Improved Flash Step
Benefits: Your flash steps are always considered Swift actions regardless of your roll. You gain a bonus to flash steps equal to your intelligence modifier. This is a extraordinary ability.

QUINCY BANGLE [QUINCY, SOUL]
Prerequisites: Concentration 4+ Ranks, Spellcraft 4+ Ranks
Benefits: You may use feats with the Quincy Bow prerequisites. Each time you do while using a bangle (Including the use of a Quincy Bow itself) Roll a 2d20. If the first d20 roll was over 10, add the second d20 roll to your next ranged attack or other numeric values of the usage. If the first d20 roll was 10 or below, subtract the second d20 roll from your next ranged attack or other numeric values of the usage. No matter what, the Quincy Bangle breaks after 100 uses, and must be reforged. Forging a Quincy Bangle requires one month of work. This is an extraordinary ability.

SEELE SCHNEIDER [QUINCY, SOUL]
Prerequisites: Quincy Cross
Benefits: You can wield a Seele Schneider. A Seele Schneider counts as a longsword with which you are proficient which deals 1d8 damage (+1d8 per 5 skill points you have in Weapon Attack above 1), with an enhancement bonus equal to the number added to the creation DC. Alternatively, the Seele Schneider can be used as an arrow with the same enhancement bonus. Either way, the Seele Schneider reduces your opponent's reiatsu by the damage dealt times 10 and keeps the reiatsu for you in the seele schneider. Each swing imparts 1 negative level to your opponent unless they pass a DC (10 + Character Level + Constitution Modifier.) Fortitude save. These Negative levels disappear at a rate of 1 per 24 hours. This is an extraordinary ability.

CRAFT SEELE SCHNEIDER [QUINCY, SOUL]
Prerequisites: Quincy Cross, Seele Schneider
Benefits: You can create a Seele Schneider. To craft a Seele Schneider requires a DC 25 + 1 per enhancement bonus the Seele Schneider receives; Spellcraft Check. This is an extraordinary ability.

SENRAI TRAINING [QUINCY, SOUL]
Prerequisites: 2 times base Quincy Bow Damage
Benefits: Your Quincy Bow deals 1[BW] additional damage. In addition, your Quincy Bow gains an enhancement bonus equal to your spell score modifier. Lastly, once, for a number of minutes equal to the Quincy's level + constitution modifier, the Quincy may unleash their *Final Form*.
Final Form: The Quincy gains a Bonus to Wisdom, Dexterity and Constitution equal to their Character Level. The Constitution gain results in a gain of 1 hit point per 2 points of bonus per level. The Quincy gains one additional attack at his highest attack bonus, and moves twice his speed for all forms of movement. Their Reiatsu Rating is multiplied by 2 during Final Form.
When using the Quincy's Final Form, all Quincy Bow damage is maximized and empowered as per the Metamagic Feats. Once the Final Form ends, the Quincy immediately looses all feats with Quincy Bow or Quincy Cross descriptor. The lost feats may be either re-chosen (You cannot choose Quincy if you re-choose your feats in this manner) or the Quincy may opt to undergo training from another Quincy to attempt to revitalize their Quincy powers.
To regain their Quincy powers the Quincy must undergo harrowing training during which time they drive themselves to the brink of exhaustion (At the end of the training, which takes 1d6 weeks, they are reduced to 1 subdual hit point below their total hit points). Should the training succeed, the Quincy instantly regains the use of all feats they had with Quincy Cross as a prerequisite, and gain a permanent bonus on Wisdom and Dexterity based skills equal to one third their character level, and bonus hit points equal to one sixth their level per level (*IE If the character was 18th level when they regained their Quincy Powers, they would gain a permanent bonus on Wisdom and Dexterity Based skills equal to +6, and would gain 3 HP per level [or a bonus of 54 hit points] They would also regain all Quincy Cross based feats they had.)* The permanent bonus can only be gained once, no matter how many times the Quincy uses their Final Form. This ability is supernatural.

WEB BOW [QUINCY, SOUL]
Prerequisites: Quincy Cross, Sanrei Training
Benefits: Your bow becomes webbed in appearance. While your bow is active, you gain a bonus to your Defense Equal to your Charisma modifier. In addition, once you fire an arrow from your bow, you may take an attack action on a subsequent turn, and spend 10 Reiatsu to allow the arrow to attack again with a bonus equal to your Intelligence Modifier. You can keep a number of such arrows flying around equal to your Wisdom Modifier as long as you pay the requisite 10 Rieatsu per arrow per turn, up to a maximum of 1 round per character level. This is an extraordinary ability.
Special: You may take this feat a second time. If you do, you also may fire through objects, ignoring all forms of cover (Including total cover)

EXQUISITE BOW [QUINCY, SOUL]
Prerequisite: 2[BW] Damage with your Spiritual Bow
Benefit: You gain an extra type for your bow's shikai picks
Special: This may be taken multiple times to gain an additional type per taking.

SPECIALIZED BOW [QUINCY, SOUL]
Prerequisite: Must be taken a level 3
Benefit: Your bow has only one type (Not Generic) but you gain two extra shikai abilities for your bow. If you take this feat you cannot take the Exquisite Bow feat.
Normal: Your bow has two types and gains one shikai pick at 2 [BW] and one every 3 levels thereafter.

IMPROVED SENRAI TRAINING [QUINCY, SOUL]
Prerequisites: Senrai Training, 3[BW] Quincy Bow Damage not including the bonus damage from Senrai Training.
Benefit: When you engage your Quincy Final Form, you no longer lose your Quincy Powers. Your damage is no longer maximized, but is still empowered. Even if you use Quincy Final Form more than once, you only gain the permanent bonuses once, the first time you use Final Form.

QUINCY BANKAI [QUINCY, SOUL]
Prerequisites: Senrai Training, Improved Senrai Training, 4[BW] Damage, not including the bonus damage from Senrai Training.
Benefit: For a number of minutes equal to your level per day, you may push your Quincy Bow into a state akin to a Shinigami's Bankai. Craft this Bankai as a Shinigami does, picking a new type for your bow, and doubling the shikai picks of the Bow itself. When you enter your Bankai state, your current and maximum HP doubles. You gain one Bankai pick for your bow, and one Bankai pick ever three levels thereafter. While you are in Quincy Bankai the normal shikai picks of your bow are not active till your Quincy Bankai timer runs out. While your Quincy Bankai is active, multiply your Reiatsu by 5.

GREATER SOUL ABSORPTION [QUINCY, SOUL]
Prerequisites: Senrai Training, Improved Senrai Training, 18 CON
Benefit: As a full round action, you can absorb the essence of a creature that you have killed in the past round. You gain the better of their statistics, attack bonuses, maximum hit points and defenses for one minute per character level. You gain a halo above your head which has the same hardness and hit points as a Zanpakutou. If the halo is destroyed you lose the bonuses you gained by absorbing your victim. You may absorb victims equal to your spellscore modifier and get the best of all victims.

BLUT [QUINCY, SOUL]
Prerequisites: Quincy, Senrai Training, Improved Senrai Training
Benefit: You can increase your attack (Arterie) or defense (Vene) dramatically by running spirit particles down your spirit pathways, but only one at a time. You may gain a bonus to either your attack skills or your defenses (Fortitude, Reflex, Will, Defense) equal to one half your level + 1. You may switch which bonus you're using as a standard action that does not provoke an attack of opportunity.
Special: The bonus to Attacks is a circumstance bonus, and the bonus to defenses is a deflection bonus.

Shinigami Feats

SHINIGAMI [RACIAL, SOUL]*
You are a Shinigami (Death God, Grim Reaper, Soul Reaper) and are charged with making sure the dead cross over to the Soul Society and are responsible for the destruction of Hollows.
Prerequisites: Exclusive of any other racial feat.
Benefit: You possess a katana or wakisashi shaped Zanpakutou that deals 1d6 damage. Your Zanpakutou sharpens as your Reiatsu grows stronger. Each time you gain 5 ranks after the first from your Weapon attack skill ranks beyond 1, your Zanpakutou damage increases by +1d6. You are automatically considered proficient with your Zanpakutou.

KIDŌ ARTIST [SHINIGAMI, SOUL]
Prerequisites: Shinigami, Spellcaster
Benefit: You've learned to direct the strength of your spirit not only in your sword, but also in your spells. Your damage dealing spells get a damage bonus equal to your weapon's base damage. This is a supernatural ability.

LIVING SHINIGAMI [SHINIGAMI, SOUL]
Prerequisites: Alive Feat, Shinigami Feat
Benefit: When in human form, you can gain part of your shinigami abilities.
Special: If you are in human form, you can use your shinigami powers, but your effective weapon attack ranks for determining Zanpakutou damage, flash step ranks, and any other ability that their saves and damage are dependent on level, are halved. rounding down on uneven level. You Zanpakutou is not with you at all times, and in order to use your Zanpakutou (and it's abilities), you must spend a move action that provokes an attack of opportunity to summon it from your soul. It materializes in your hand. This is a supernatural ability.

KENTATE [SHINIGAMI, GENERAL]
You've learned to compress your Reiatsu in your Zanpakutou as a shield:
Prerequisites: Shinigami, +2[BW] Zanpakutou damage, Concentration 10 ranks
Benefit: When using the total defense action, roll a concentration check. If you beat a DC of 10+ opponent's level, you add your constitution modifier as a natural armor bonus to your AC, and gains equal damage reduction which stacks with any other from other sources. This is a supernatural ability.
Special: You can add 2 more bonus points to your AC and Damage reduction by spending 30 Reiatsu. You cannot spend more than 30 x Wisdom Modifier (Minimum 30) in reiatsu on this.

ZANTEZUKEN [SHINGAMI, SOUL]
You've learned to focus your spiritual pressure in your Zanpakutou to give it an incredible sharpness.
Prerequisites: Shinigami, +2[BW] Zanpakutou damage, Concentration 10 ranks
Benefit: You may concentrate your Reiatsu as a full round action 1+Cha bonus times per day. Roll a concentration check. If you beat a DC of 10+ opponent's level, on your next attack (not release special ability), you can suppress your concentration ranks' worth of the opponent's Damage reduction. This is a supernatural ability.
Special: You can suppress 2 more points of DR by spending 30 Reiatsu. You cannot spend more reiatsu on this than 30 x Wisdom Modifier (Minimum 30).

SOUL COMPANION [CHARACTER, SOUL]
Prerequisites: Shinigami
Benefit: You are extremely well attuned to your Zanpakutō and benefit from this friendship in time of direst needs. Once per game session when all your standard action dice have been expended, your Zanpakutō's spirit might come forward offering support and tactical acumen. You gain a bonus action dice, which doesn't carry over game sessions. This is an extraordinary ability.

Soulcaster Feats

SOULCASTER [RACIAL, SOUL]
Prerequisites: Exclusive of any other Racial Feats.
Benefits: You receive an item of power. This item of power contains Three Sacred Links Shield, Twin Sacred Return Shield, and Solitary Sacred Cutting Shield. (see soulcaster section for more information.). Soulcaster is a living race.

POWERFUL SOULCASTING [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Concentration 6+ Ranks
Benefits: Choose one of your Soulcaster abilities; you count as if you where 2 levels higher for all effects
Special: You may take this feat multiple times, each time you do, choose one of your abilities and add 2 to your effective level.

SOULCASTER DEFENSE [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Dexterity 15+
Benefits: When using your Three Sacred Links Shield, you may grant its effects to all allies within 10'.
Special: You may take this feat more then once each time add 10' to the area you can protect.

SOULCASTER EMPOWERMENT [SOULCASTER, SOUL]
Prerequisites: Soulcaster, 6+ Character Levels
Benefits: Your Solitary Sacred Cutting Shield critically hits on a 19-20
Special: You may take this feat once more to increase the treat range to 18-20

SOULCASTER MASTERY [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Powerful Soulcasting with each ability you have
Benefits: You may make attacks of opportunities with your Solitary Sacred Cutting Shield.

SOULCASTER OFFENSE [SOULCASTER, SOUL]
Prerequisites: Soul-caster
Benefits: You gain a +1 bonus to attack rolls with your Solitary Sacred Cutting Shield +1 per 5 character levels.

SOULCASTER SUPERIOR DEFENSE [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Soul-caster Defense, Dexterity 15+
Benefits: Add your Charisma score to the amount of damage your Three Sacred Links Shield can absorb.

SOULCASTER SUPREMACY [SOULCASTER, SOUL]
Prerequisites: Soul-caster, 10+ Character Levels, Powerful Soul-caster with the chosen Ability
Benefits: Your Solitary Sacred Cutting Shield critical multiplier becomes x3
Special: You may take this feat twice more each time increase the multiplier by 1 (i.e. x4 then x5)

SUPERIOR SOULCASTING [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Spellcraft 9+ Ranks
Benefits: Your Twin Sacred Return Shield can regrow limbs removed. This counts as 20 hp for *Twin Sacred Return Shield's* effect. This is a supernatural ability.

SOULCASTER'S GIFT
Prerequisites: Soul-caster, Spellcraft12+ Ranks, Superior Soulcasting
Benefits: Your *Twin Sacred Return Shield* can revive someone who has died up to your charisma mod in rounds ago this counts as 50 hp for *Twin Sacred Return Shield's* effect. This is a supernatural ability.
It can not bring back someone who was disintegrated or blow to bits.
Special: You may take this feat more then once each time add one to the number on rounds you can revive someone.

SOULCASTER PERFECT DEFENSE [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Soul-caster Defense, Dexterity 15+,Soulcaster Superior Defense
Benefits: As a Standard action you may repair your Three Sacred Links Shield by one rank. This is a supernatural ability.

SOULCASTER ITEMIZATION [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: Your Twin Sacred Return Shield now functions at repairing objects. The same restrictions apply to your objects as it does to organic beings (Maximum of 10 points per rank of healing per object.) This is a supernatural ability.

SOULCASTER STAUNCH [SOULCASTER, SOUL]
Prerequisites: Soulcaster
Benefit: You may use your Three Sacred Links Shield to staunch ongoing damage from wounds. Should you have damage afflicted automatically every round, you may stop that damage at the cost of using your shield for defense. You must still receive healing to stop the bleeding permanently, as the shield is merely holding the wound or wounds closed. This is a supernatural ability.

SOULCASTER SHIELD [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: Your Three Sacred Links Shield is not a force field, but a shield that must be physically interposed between you and an attack to be effective. This gives you a bonus equal to your Three Sacred Links Shield rank +1 to Defense, Fortitude and Reflex saving throws.

SOULCASTER POWER [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: You cannot move while you use your Three Sacred Links Shield. In return your shield stops 10 more damage than normal for your rank and ignores the first reduction in rank for breaking in an encounter. This ability is supernatural.

SOULCASTER PENETRATION [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: Your Three Sacred Links Shield can interpenetrate other shields. If your shield is touching another, and it stops more damage than the shield it is touching, the other shield is neutralized and offers no protection against your attack. This ability is supernatural.

SOULCASTER IMPOSITION [SOULCASTER, SOUL]
Prerequisite: Soulcaster feat, Soulcaster Defense
Benefit: You may raise your Three Sacred Links Shield as an Immediate action. Immediate actions may be performed even if it is not your turn to act in the initiative count. This ability is extraordinary.

SOULCASTER'S RESPITE [SOULCASTER, SOUL]
Prerequisite: Ability to heal 40 HP to a target.
Benefit: You can forgo the healing that your twin sacred return shield does in lieu of removing one of the following conditions from the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. This is done as a full round action that provokes an attack of opportunity. There is no limit to the number of conditions that can be relieved with this feat, but you can only remove one condition at a time. This counts as 10 points of usage for the day. This ability is supernatural.

SOULCASTER RAMPART [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Dex 15+, Soulcaster Defense
Benefits: When manifesting your Three Sacred Links Shield, the protection is only against incoming attacks and doesn't prevent outgoing attacks from those within the shield. Your attacks do 1/2 damage to the target. This ability is extraordinary.
Normal: The Three Sacred Links Shield is both inward and outward protection.

SOULCASTER'S RETREAT [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Ability to heal 50HP to a target, Soulcaster's Respite
Benefit: You can forgo the healing that your twin sacred return shield does in lieu of removing one of the following conditions: Permanent ability drain, permanent negative levels. This counts as 20 points of usage for the day. This ability is supernatural.

SOULCASTER'S FLIGHT [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Ability to block 40 damage
Benefit: You may use your shield to fly at a speed of 40 feet per round with average maneuverability. While you are flying, you cannot block damage with your shield. You may take others with you on your shield, as it covers a 10 foot square while you use it to fly (Fitting 4 Medium-sized creatures total)

SOULCASTER'S IMPROVED FLIGHT [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Ability to block 40 damage, Soulcaster's Flight
Benefit: Increase either the maneuverability of your flight by one category (Max perfect), or the flight speed by 10 feet.
Special: This feat can be taken multiple times. Each time it is taken, increase the flight speed by 10 feet or the maneuverability by one category (Max Perfect).

Superhuman Feats

SUPERHUMAN [RACIAL, SOUL]
Prerequisites: Exclusive of any other racial feat.
Benefits: You gain a +4 bonus to one Physical Statistic and a +2 bonus to one Mental Statistic. You also count as armed when making unarmed strikes, and your normal unarmed damage increases by 1 dice size (1d6 becomes 1d8 etc.). Superhuman is a living race.

SUPERHUMAN THRESHOLD [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, 6+ Ranks in Unarmed Strike
Benefits: Your Unarmed Damage increases by 1 dice. (1 dice of damage becomes 2 dice of damage, etc). This ability is extraordinary.
Special: You may take this feat multiple times, Each time you do, increase the Unarmed Strike prerequisite by 5 (11, then 16, then 21)

SUPERHUMAN POWER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength for your physical statistic bonus.
Benefit: Your lifting and carrying capacity double. You are treated as large for all positive effects.
Special: You may take this feat multiple times, each time you do, your lifting and carrying capacity gains another multiplier (2 becomes 3, 3 becomes 4, etc) and you are treated as another size category larger (Large to Huge, Huge to Gargantuan, Gargantuan to Colossal, you may not gain more than Colossal from this effect, but you can keep increasing the lift and carry multiplier). This ability is supernatural.

SUPERHUMAN AGILITY [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity for your physical statistic bonus.
Benefits: You gain a +4 Dodge Bonus to Defense, and a +10 bonus to all your forms of travel. If you have Flash Step as a Favored Skill, you gain a +2 Bonus to that skill. This ability is supernatural.
Special: You may take this feat multiple times. Each time you do, you gain an additional +1 to your Dodge Bonus and an additional +5 bonus to all your forms of travel and an additional use of Flash Step per day.

SUPERHUMAN ENDURANCE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution for your physical statistic bonus.
Benefits: You gain Damage Reduction 2/-, and resistance to all elements 2. You also gain Fast Healing 1. This ability is supernatural.
Special: You may take this feat multiple times. Each time you do, you gain a +1 bonus to your Damage Reduction and Resistance to Elements, and a +1 to your Fast Healing.

SUPERHUMAN ALACRITY [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have Chosen Intelligence for your mental statistic bonus.
Benefits: The superhuman gains a spell-like ability usable once per day per point of spellscore modifier. The spell level must be equal to 1/3 of the character level + INT bonus or lower. This ability is a spell-like ability.
Special: This ability can be selected multiple times, adding a use per day, or a new spell-like ability.

SUPERHUMAN INSIGHT [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Wisdom for your mental statistic bonus.
Benefits: You gain the ability to gain insight into the future. Once per round, as a free action, you may give yourself a +2 bonus either your Attack Rolls, Defense Rolls, Saving Rolls or Core Skill Rolls. This ability is supernatural.
Special: You may take this feat multiple times. Each time you do, either your Once per Round bonus increases by 2, or you gain a second +2 to place in a different set of rolls. You may mix and match these effects (IE If you take this feat 3 times, you can have a +4 for one set, and a +2 to another.)

SUPERHUMAN PRESENCE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Charisma for your mental statistic boost.
Benefits: You gain the ability to bolster your allies. Once per day per character level, you may grant all allies within 5 feet per character level of you a bonus to all d20 Rolls equal to your Charisma Modifier. This bonus lasts a number of rounds equal to 3 + Your Charisma Modifier. This ability is supernatural.
Benefits: You may take this feat multiple times. Each time you do, your sphere of influence increases by 5ft, and your bonus to all d20 rolls increases by +1.

SUPERHUMAN POWER MASTER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength AND Intelligence as your boosted stats
Benefits: Once per day per point of intelligence modifier, you may take a 20 on one Unarmed Strike roll. This ability is extraordinary.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN POWER SAGE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength AND Wisdom as your boosted stats
Benefits: Once per day per point of wisdom modifier, you may heal someone else a number of hit points equal to your strength modifier times your level. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN POWER COMMANDER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength AND Charisma as your boosted stats
Benefits: Once per day per point of charisma modifier, you may add your Strength Modifier to any one Charisma based roll. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN AGILITY MASTER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity AND Intelligence as your boosted stats
Benefits: Once per day per point of intelligence modifier, you may add a +10 luck bonus to one Defense OR Reflex Roll. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN AGILITY SAGE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity and Wisdom as your boosted stats
Benefits: Once per day per point of wisdom modifier, you may boost one of your speeds by a number of feet equal to 10 x your Dexterity Modifier for your level in rounds. This ability is extraordinary.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN AGILITY COMMANDER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity AND Charisma as your boosted stats.
Benefits: Once per day per point of charisma modifier, you may grant allies within 10 feet per level a bonus on their next defense or reflex roll equal to your dexterity modifier. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN BODY MASTER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution AND Intelligence as your boosted stats.
Benefits: Once per day per point of Intelligence, you may add a +10 bonus to your next Fortitude OR Initiative Roll. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN BODY SAGE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution AND Wisdom as your boosted stats
Benefits: Once per day per point of wisdom modifier, you may heal yourself a number of hit points equal to your constitution modifier times one half your level rounded down. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN BODY COMMANDER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution AND Charisma as your boosted stats.
Benefits: Once per day per point of charisma modifier, you may grant all allies within 10 feet per level a bonus on their next Fortitude or Initiative roll equal to your constitution modifier. This ability is supernatural.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN EVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Two other Superhuman Feats, Unarmed Damage 2[BW]+
Benefits: You gain the the ability to vastly increase your power. For a number of minutes equal to your Level + Constitution Modifier, you may Evolve one part of your body (Once chosen this part of your body cannot be changed). You gain your character level to augment your Evolution by using the Shikai feat as reference. While your Evolution is released, multiply your Reiatsu by 1.5. This ability is extraordinary.

SECONDARY EVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Two other Superhuman Feats, Unarmed Damage 2[BW]+, Superhuman Evolution.
Benefits: You may design a secondary evolution with your full total character level but only 1/2 of affected choices may differ from your original power's design.
Special: You can take this feat multiple times, each time you can design a new release.

SUPERHUMAN HYPEREVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Four other Superhuman Feats, Unarmed Damage 3[BW]+, Superhuman Evolution.
Benefits: Your Evolutions increase in power. For one minute per round per character level per day, you may further increase the power of your Evolutions. Double your choices from Evolution to create this. You cannot change what's already there. *(IE, if your original evolution was 4 choices, you gain an additional 4 choices to further evolve it, but cannot change the original 4 choices at all)*. Hyperevolving your Evolution takes a move action for each evolution released. If you are going strait from normal to hyperevolution, it takes a full round per hyperevolution you wish to release. While you are in Hyperevolution, you are not in Evolution. While your Hyper Evolution is active, multiply your Reiatsu by 3. This ability is extraordinary.

POWERFUL EVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, At least one evolution.
Benefits: Choose one of your evolutions or Hyperevolution, Gain an additional power choice to that evolution
Special: You may take this feat multiple times. Each time you take it, you gain the effect again, but must choose to either apply it to the same evolution, or a different one.

SUPERHUMAN PHYSICAL MUTATION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Character Level 3+
Benefits: Choose a Physical statistic you did not choose with your original Superhuman feat. That statistic gains a +4 bonus and allows you to pick the Superhuman feat associated with it.
Special: You may take this feat multiple times. Each time you do, either grant the same physical statistic an additional +2 bonus, or choose another physical statistic.

SUPERHUMAN MENTAL MUTATION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Character Level 3+
Benefits: Choose a Mental statistic you did not choose with your original Superhuman feat. That statistic gains a +2 bonus and allows you to pick the Superhuman feat associated with it.
Special: You may take this feat multiple times. Each time you do, either grant the same mental statistic an additional +1 bonus, or choose another mental statistic.

SWIFT EVOLUTION [SUPERHUMAN, SOUL]
Prerequisite: Evolution
Benefit: You evolve as a swift action instead of a move action.

EVOLUTIONARY DEAD END [SUPERHUMAN, SOUL]
Prerequisite: Superhuman, Level 1+, Cannot be taken with Oldblood
Benefit: You cannot take the Evolution feat or the Hyper-evolution Feat. Instead you gain 10% bonus xp on all violent encounters and gain +2 stat points every 2 levels instead of every 4 levels.

EVOLUTIONARY APOTHESIS [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Evolutionary Dead End, Level 5+
Benefit: You may now take evolution and hyper evolution feats. You gain abilities as if you were five levels lower than you are (Minimum 1). You no longer gain the additional experience bonus.

VARIED EVOLUTION [SUPERHUMAN, SOUL]
Prerequisite: Evolution
Benefit: You gain an extra type for your evolution.
Special: This may be taken multiple times to gain an additional type per taking.

SPECIALIZED EVOLUTION [SUPERHUMAN, SOUL]
Prerequisite: Must be taken when Evolution is attained
Benefit: Your evolution has only one type,(not Generic) but you gain two extra shikai abilities for your evolution. If you take this feat, you cannot take the Varied Evolution feat.
Normal: Your evolution has two types and gains as many shikai picks as your level.

Reiatsu Feats

Reiatsu Feats improve and change the way you use your spiritual pressure, or reiatsu. They are all supernatural abilities.

ADVANCED REIATSU HEALING [REIATSU, SOUL]
Prerequisites: Reiatsu Healing, Treat Injury 12 ranks
Benefits: Add +4 to your Spellscore (And thus a +2 to your Spellscore Modifier) for the purposes of Reiatsu Healing.
Special: This feat may be taken multiple times, it's effects stack.

ADVANCED REIATSU BURST [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, 300+ Reiatsu
Benefit: You may now pick and choose who is effected within the aura of your Reiatsu Burst.

DOUBLE REIATSU AURA [REIATSU, SOUL]
Prerequisite: Any two Reiatsu Aura feats
Benefit: You may have two Reiatsu Auras active at once.
Normal: You may only have one reiatsu aura active at once.

FRIGHTFUL PRESENCE [REIATSU, GENERAL]
Prerequisites: Charisma 15+, Intimidate 9 ranks.
Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw . An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.
A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

IMPROVED REIATSU BURST [REIATSU, SOUL]
Prerequisites: Reiatsu burst, Concentration 13 ranks
Benefit: You have a greater control on your Reiatsu. You can choose which targets are affected when using Reiatsu Burst.

INCREASED INNER STRENGTH [REIATSU, SOUL]
Prerequisites: Inner Strength
Benefit: You gain 3 more Inner Strength uses per day. You can take this feat multiple times.

INNER STRENGTH [REIATSU, SOUL]
Prerequisites: Concentration 10 ranks
Benefit: You may concentrate your Reiatsu as a full round action 1+WIS bonus times per day. Roll a concentration check for one of the following effects:
- Summon your inner strength: you immediately regain a number of hit points equal to the total score you rolled on your Concentration Check.
- Compress your Reiatsu in your soul as a shield: If you beat a DC of 10+ opponent's level concentration check, you can add your concentration ranks to your AC, DR for the rest of the round.

OVERBEARING REIATSU [REIATSU, SOUL]
Prerequisites: Skill focus: Intimidate
Benefit: You gain a +5 bonus on the Intimidate check for overbearing your opponent with your Reiatsu. You can make this check as a swift action and cannot be dazed by being pushed back.

OVERPOWERING REIATSU [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, Reiatsu 500+
Benefits: When you use a soul crush action, you may pay 100 reiatsu to force a fortitude save. Should the victim or victims of the save fail, they are immediately knocked prone and are considered pinned for 1d6 rounds.

POWERFUL REIATSU [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, Reiatsu 200+
Benefits: When you use a soul crush action, you may pay in multiples of 10 reiatsu to force them to make a fortitude save or be immobilized for 1d6 rounds per 10 points of reiatsu spent. This forces soul crushing to become a standard action to use.

REIATSU BULLRUSH [REIATSU, SOUL]
Prerequisites: Reiatsu burst, Intimidation 13 ranks
Benefit: You can manifest your Reiatsu as a physical force that rebuke all those standing close to you. As a full round action, you can force every creature in a 10 foot radius to pass a reflex save test. If the test fails, the creature is pushed back to the 10 foot radius limit and is knocked prone. If the creature succeeds, it is pushed back to the radius limit. All targets gain a +4 bonus by size category and additional pair of legs on their reflex save.
Special: You can add 5 feet of range to this power by spending 30 Reiatsu. You cannot add more than 1+Wis bonus yards (Minumum 1).

REIATSU BURST [REIATSU, SOUL]
Prerequisites: Skill focus: Intimidate, Concentration 8 ranks, Overbearing Reaitsu
Benefit: Your Reiatsu is so powerful that it can affect all persons in a 15 foot radius centered on you whenever you use it to overwhelm your foes. This ability doesn't discriminate allies from opponents. You may spend 10 points of reiatsu to increase this area an additional 15 feet. You may spend multiples of 10 to keep increasing this area by 15 feet each time.

REIATSU FLASH [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, Reiatsu 100+
Benefit: When you use a soul crush action, you may pay in multiples of 10 reiatsu to force them to make a fortitude save or go blind for 1d6 rounds per 10 points of reiatsu spent. This forces soul crushing to become a standard action to use.

REIATSU HEALING [REIATSU, SOUL]
Prerequisites: Treat Injury 8 Ranks
Benefit: You may concentrate your Reiatsu to perform healing by laying your hands on the target. Each round you can heal a total number of hit points equal to your spellscore modifier times one half your level. Healing more hit points in a day than your spell score times your level is a

tiring process. Once you have healed this amount you can heal more, but each increment of your spell score healed forces a fortitude save with a DC of (12 + 1/2 the Hit points healed that round) or cause the healer to be fatigued, then exhausted if they fail a second save. You cannot become more than exhausted by using Reiatsu Healing. You cannot use Reiatsu Healing if you are exhausted. Using Reiatsu Healing is a standard action that does not provoke an attack of opportunity if doing so on yourself. It does provoke an attack of opportunity if doing it on someone else.
Special: You can add 1d6 hit points healed per round to this power by spending 30 reiatsu per 1d6. You cannot add more than 1 + Wisdom modifier dice to this healing per round (Minumum 1). This bonus healing never incurs fatigued or exhausted.

REIATSU SHIELD [REIATSU, SOUL]
Prerequisites: Reiatsu Score 200+
Benefit: You may concentrate your reiatsu around you to effectively reduce damage incoming to you. You may expend 100 reiatsu to double your damage reduction for one full round. You may do this as an immediate action, even on an opponent's turn.

REIATSU STRIKE [REIATSU, SOUL]
Prerequisites: Reiatsu Burst
Benefit: As a full round action you may imbue an attack with Reiatsu. For every 50 points of reiatsu you imbue into your attack, your attack does one more dice of damage. Another use of this feat is that you can fire off a bolt of energy targeting one creature that does 1d6 damage per 50 points of reiatsu imbued as a standard action. The range of the bolt is 100 feet + 10 feet per level.

REIRAKU HUNTER [REIATSU, SOUL]
You can identify and track souls with an uncanny efficiency.
Benefit: To find Reiraku or to follow them for 1 mile requires a successful Sense motive check. You must make another check every time the Reikaku become difficult to follow. You may increase the distance you can sense Reikaku by 1 mile by taking a -2 penalty to the Sense Motive Check.
You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The basic DC for the tracking Souls is 15. The DM may impose from -10 to +10 modifiers based on time since the Soul left, your surroundings and the prevailing conditions in the area.

SHROUDED REIATSU [REIATSU, GENERAL]
Prerequisites: Bluff 10 ranks
Benefit: Your Reiatsu is extremely well hidden and allows you to go unnoticed bay all but the most perceptive souls. You gain a +5 bonus on bluff checks for masking your Reiatsu.

SIGNATURE REIATSU [REIATSU, GENERAL]
Prerequisites: Concentration: 6 Ranks
Benefit: Choose a theme for your Reiatsu. When you attempt to soul crush someone, your reiatsu manifests in this manner (IE If you chose cats as your theme, when you attempted to soul crush someone, your reiatsu would visibly appear to be a cat, or your form would take on visual aspects of cats.) You gain a +5 bonus to soul crushing.

TERRIFYING REIATSU [REIATSU, SOUL]
Prerequisites: Overbearing Reiatsu
Benefit: You summon an aura so powerful that you provoke abject fear in the soul of your opponents. For each 5 points you beat your opponents roll, he succumbs to an increasing fear effect (from shaken to frightened to panicked or cowed) instead of the normal cumulative -2 modifier.

REIATSU POWER AURA [REIATSU, SOUL]
Prerequisites: Strength 13+
Benefit: You may concentrate your reitasu into an aura that bolsters yourself and others giving allies a bonus on damage rolls equal to your 1 + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU ENERGY AURA [REIATSU, SOUL]
Prerequisites: Constitution 13+
Benefit: You may concentrate your reitasu into an aura that empowers others attacks. Choose one element when this feat is chosen, 2 points of that element's damage is added to your and all allies within the aura's attacks per three character levels.. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU AUTHORITATIVE AURA [REIATSU, SOUL]
Prerequisites: Charisma 13+
Benefit: You may concentrate your reitasu into an aura that bolsters yours and allies bluff, diplomacy and intimidate checks by one third your level.. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU RESISTANCE AURA [REIATSU, SOUL]
Prerequisites: Intelligence 13+
Benefits: You may concentrate your reitasu into an aura that gives you and all allies within the aura a resistance to a chosen element eqaul to one third your level times 5. You must choose the element you wish to defend against when this feat is chose, it cannot be changed afterward.. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.
Special: This feat can be taken multiple times. Each time you may choose another element and defend against that element instead.

REIATSU HEIGHTENED SENSE AURA [REIATSU, SOUL]
Prerequisites: Wisdom 13+
Benefits: You may concentrate your reitasu into an aura that bolsters you and your allies' senses giving a bonus to all search, spot and listen checks equal to one third your level. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU SHIELDING AURA [REIATSU, SOUL]
Prerequisites: Constitution 15+
Benefits: You may concentrate your reitasu into an aura that bolsters yourself and your allies giving them a bonus to damage reduction equal to your 1 + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU HEALING AURA [REIATSU, SOUL]
Prerequisites: Reiatsu Healing, Wisdom 15+
Benefits: You may concentrate your reitasu into an aura that gives those allies within the aura fast healing 1 + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time

REIATSU DEFENSIVE AURA [REIATSU, SOUL]
Prerequisite: Intelligence 15+
Benefit: You may concentrate your reitasu into an aura that bolsters defense giving those allies in your aura +1 natural armor + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU STRIKING AURA [REIATSU, SOUL]
Prerequisite: Strength 15+
Benefit: You may concentrate your reitasu into an aura that bolsters attack giving those allies in your aura +1 attack + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

SUPERIOR REIATSU HEALING [REIATSU, SOUL]
Prerequisites: Treat Injury 15 Ranks, Reiatsu Healing, Advanced Reiatsu Healing.
Benefit: You can forgo the healing that your Reiatsu Healing does in lieu of removing one of the following conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. You cannot remove fatigued or exhausted from yourself by using this feat. Using this feat counts as a usage of your Reiatsu Healing equal to your Spellscore. Superior Reiatsu Healing is a full round action that provokes an attack of opportunity.
Special: By spending 50 Reiatsu, you may remove an additional condition from the target. You may remove multiple conditions at once, but never more than 1 + Wisdom Modifier (Minumum 1).

PERFECT REIATSU HEALING [REIATSU, SOUL]
Prerequisite: Treat Injury 18 Ranks, Reiatsu Healing, Advanced Reiatsu Healing, Superior Reiatsu Healing.
Benefit: You can forgo the healing your Reiatsu Healing does and spend 200 Reiatsu to remove one of the following conditions: 2d4 Permanent Ability Drain, 1d4 Permanent Negative Levels. Using this feat counts as a usage of your Reiatsu Healing equal to twice your Spellscore. Perfect Reiatsu Healing is a full-round action that provokes an attack of opportunity.
Special: You may spend 300 more reiatsu to remove both conditions at once or to maximize one of the results.

SUPERIOR REIATSU SENSING [REIATSU, SOUL]
Prerequisite: 200+ Reiatsu
Benefit: You may sense reiatsus that are more than 3 categories above yours. Increase the number of categories above you the target can be by 1. (IE Taking this feat once means that you can sense someone four categories above yours. See Sense Motive). Also, you may discern the phisiology of the creature in question by making a Sense Motive check opposed by their Bluff check (or 10 + the target's Bluff bonus if they are not actively trying to hide themselves.)
If you are completely unfamiliar with the race in question, you take a -10 penalty on this roll. If you are unfamiliar with the race in question you receive a -5 penalty to the roll. If you've sensed it before but are still unfamiliar with the race you receive no penalty on the roll. If you are familiar with the race you receive a +5 bonus to the roll. If you are very familiar with the race you receive a +10 bonus on the roll.
Special: This may be taken multiple times. Each time it is taken increase the number of categories above 3 that you can sense by 1.

IMPROVED REIATSU CAPACITY [REIATSU, SOUL]
Prerequisites: 100+ Reiatsu
Benefit: You gain 100 Reiatsu to your Maximum Reiatsu Pool.
Special: This may be taken multiple times. It's effects stack.

Zanpakutou Feats

Zanpakutou feats change, enhance or expand a Shinigami, Vizard or Arrancar's Zanpakutou.

ALTERNATE RELEASE [ZANPAKUTOU, SOUL]
Prerequisites: 2[BW] Zanpakutou damage, Shikai or Constant Release
Benefit: You can define a secondary release form for your Zanpakutou. You gain half your normal abilities
Special: You may take this feat multiple times. Each time you may design a new alternate release.

ALTERNATE ZANPAKUTOU FORM [ZANPAKUTOU, SOUL]
Prerequisites: 1[BW] Zanpakutou damage
Benefit: Your Zanpakutou differs from the traditional Katana or Wakisashi. For example, it might take the form of a double-weapon, a reach weapon, a lance, a spiked chain, twin weapons, etc. This gives it all of the properties the weapon itself, including changing the damage type appropriately. This ability is applied to the shikai when it is attained, if desired (although the form should be different from that of the sealed form).
This does not allow it to take the form of any ranged weapon, although it can gain some range via throwing-type enhancements. This is an extraordinary ability.

BANKAI [ZANPAKUTOU, SOUL]*
Prerequisites: Shikai or Constant Release, 3[BW] Zanpakutou damage, Exclusive any other Bankai feat.
Benefit: One minute per character level per day, the Shinigami may call upon his Bankai. The total Bankai time per day may be spread over multiple uses. Bankai is a standard action to release from Shikai or constant release. From normal it's a full-round action. When you are in Banaki you are no longer in Shikai or Constant Release till your Bankai timer wears out.
To define a Bankai, choose for your character a set of powers from the Release powers table below. To create your bankai, double your shikai choices gained from the Shikai feat and then add the ones from the Expanded Release feat and choose abilities from the shikai listings. Then you gain one Bankai ability plus one every 2 levels thereafter. This is a supernatural ability.
Special: When you use Bankai it multiplies your Reiatsu by 5.

CONSTANT RELEASE [ZANPAKUTOU, SOUL] *
Prerequisites: 200+ Reiatsu Rating, 2[BW] Zanpakutou damage, exclusive from Shikai
Benefit: Your Zanpakutou can never be sealed. Build your constant release with one Shikai pick for each type your Zanpakutou has. You then gain one ability for every two levels after you take this feat. This is a supernatural ability.
Special: At the start of any combat, multiply your Reiatsu by 1 and a half. Once battle ends you lose the bonus to Reiatsu.
Normal: You may only release your Shikai once per day per character level.

EXPANDED RELEASE [ZANPAKUTOU, SOUL] *
Prerequisite: 2[BW] Zanpakutou damage, Shikai or Constant Release
Your physical might is visible in the power of your released Zanpakutou.
Benefit: You gain an additional shikai or bankai ability. You must have access to Bankai to gain a bankai abilities.
Special: You may take this feat multiple times. Its effects stack.

GREATER CONSTANT RELEASE [ZANPAKUTOU, SOUL]
Prerequisites: Constant Release, 3[BW] Zanpakutou damage, exclusive from Bankai
Benefit: Your spiritual pressure knows no bounds and cannot be sealed. Double your current Shikai choices and gain one Shikai choice per level thereafter. This is a supernatural ability.
Special: At the start of any battle, multiply your Reiatsu by 3. Once battle ends you lose the bonus Reiatsu.
Normal: You may only release your Bankai for a number of minutes equal to your character level.

MULTIPLE TYPE [BASE, ZANPAKUTOU]
Benefit: You gain one extra type when selecting Shikai and Bankai abilities for your Zanpakutou. If you take this feat, you cannot take the Specialized Zanpakutou feat. After you achieve Shikai, you gain an additional Shikai ability upon taking this feat. That ability must be used for your new type.
Normal: Zanpakutou two inherent types in which you may select abilities from.
Special: You may take this feat multiple times. Its effects stack.

PREMATURE BANKAI [ZANPAKUTOU, SOUL]
Prerequisites: Shikai or Constant Release, 3[BW] Zanpakutou damage, Exclusive any other Bankai feat.
Benefit: One round per character level per day, the Shinigami may call upon his Bankai. The total Bankai time per day may be spread over multiple uses. Bankai is a standard action.
To create this bankai, double your shikai choices gained from the Shikai feat or Constant Release Feat, then add an additional one for every four levels your character has and then add the ones from the Expanded Release feat and choose abilities from the shikai listings. Then you gain one Bankai ability plus one every 2 levels thereafter. This is a supernatural ability.
Special: Normally Bankai reads as :One minute per character level per day, the Shinigami may call upon his Bankai. The total Bankai time per day may be spread over multiple uses.
To define a Bankai, choose for your character a set of powers from the Release powers table below. To create your bankai, double your shikai choices gained from the Shikai feat or Constant Release Feat and then add the ones from the Expanded Release feat and choose abilities from the shikai listings. Then you gain one Bankai ability plus one every 2 levels thereafter.
As with Bankai, Multiply your Reiatsu by 5 when you enter a Premature Bankai.

QUICK RELEASE [ZANPAKUTOU, SOUL] *
Prerequisites: 3[BW] Zanpakutou damage, Shikai
Benefit: You may release your Zanpakutou's Shikai as a swift action.

RENEWED RELEASE [ZANPAKUTOU, SOUL]*
Prerequisites: 3[BW] Zanpakutou damage, Shikai or Constant Release
Benefit: Upon choosing this feat, you may completely redesign one of your releases, including types. You may take this feat multiple times.

SACRIFICE RELEASE [ZANPAKUTOU, SOUL]
Prerequisites: 2[BW] Zanpakutou damage, Any Release
Benefit: Choose one of your Zanpakutou releases. Define a new release gaining the same types as your that release plus one new additional one with 5 abilities from that type's list in addition to the normal picks you have available. Once this attack is used, your Zanpakutou breaks and reforms in 1d4 days. During this time you can't use Zanpakutou releases or feats that rely on your Zanpakutou unless your Zanpakutou is repaired. This is a supernatural ability.
Special: You may take this feat more than once, each time it's taken, it applies to a different release.

SEALED [ZANPAKUTOU, SOUL] *
Prerequisites: Shinigami, only selectable at 1st level
Benefit: Your Zanpakutou is sealed, mute and inert. In your eyes it is nothing more than a tool of war. Your Zanpakutou damage is appropriate for a weapon of its category and doesn't progress in level. You can't access either Shikai or Bankai special abilities. Relying on your own inner strength in battle, you earn a 10% XP bonus on all violent encounters. You gain an attribute increase every two levels instead of every four and gain 3 stat points instead of 2.

SEALED ZANPAKUTOU ABILITY [ZANPAKUTOU, SOUL]
Benefit: Choose one Shikai ability you can take. You benefit from that Shikai ability while you do not have your Shikai on, but you still benefit from it while in Shikai.
Special: This feat can be taken by someone with the Sealed feat. This feat can be taken at most three times, each time you choose a different Shikai ability. You cannot choose a Shikai ability that has a different Shikai ability as a requirement with this feat (But you can use the abilities gained with this feat towards requirements for abilities when you have your actual Shikai active.) These abilities are not doubled when crafting a Bankai. Choose your Zanpakutou Types when you choose this feat.

SHIKAI [ZANPAKUTOU, SOUL]*
Prerequisites: 2[BW] Zanpakutou damage
Benefit: Once per level per day, as a move action, for an entire encounter, the Shinigami may call upon his Zanpakutou to perform Shikai. This ability is supernatural.
To define a Shikai, choose for your character a set of powers from the [Zanpakutou Powers] section.
You have one shikai ability per type when you choose this feat, and one more every two levels thereafter.
Special: When you are in Shikai, double your Reiatsu Rating

SPECIALIZED ZANPAKUTOU [BASE, ZANPAKUTOU]
Prerequisite: Must be taken when Shikai is attained
Benefit: Your Zanpakutou has only one type,(not Generic) but you gain two extra Zanpakutou abilities for your Shikai. If you take this feat, you cannot take the Multiple Type feat.
Normal: Your Zanpakutou has two types and gains one ability when Shikai is attained.
Special: Unlike Zanpakutou abilities gained from the Expanded Shikai feat, the amount of shikai abilities gained from this feat are doubled when crafting bankai.

TWIN ZANPAKUTOU MASTERY [BASE, ZANPAKUTOU]
Prerequisite: Weapon-type Change form ability for a double-weapon Zanpakutou or a twin Zanpakutou.
Benefit: When gaining Zanpakutou abilities, you may gain two abilities, one that applies to each of your blades separately This does not apply to abilities that give effects such as range or reach, armor, or any other such effects
Normal: Your Zanpakutou abilities apply for both weapons without any variance between the two.

UNLEASHED [ZANPAKUTOU, SOUL] *
Prerequisites: Sealed, 5th level +
Benefit: You have finally come to terms with what was sealing your Zanpakutou's power. You immediately gain the full use of Zanpakutou damage. Shikai and eventually Bankai become available for your character to take. You no longer gain an XP bonus.

VARIABLE RELEASE [ZANPAKUTOU, SOUL]*
Prerequisites: 2[BW] Zanpakutou damage , Shikai or Constant Release
Benefit: You may design a secondary release with your full power allotment but only 1/4 of affected abilities may differ from your original power's design.
Special: You can take this feat multiple times, each time you can design a new release.

ALTERNATE RANGED FORM [ZANPAKUTOU, SOUL]
Prerequisites: 1[BW] Zanpakutou Damage
Benefit: You gain the benefits of the Ranged Form Zanpakutou ability.
Special: You may take this feat with the Alternate Zanpakutou Form, but must follow the rules for Ranged Form, choosing one form or the other to be in at one time.

COMBINED FORM [ZANPAKUTOU, SOUL]
Prerequisites: Alternate Ranged Form, Alternate Zanpakutou Form, 2[BW] damage
Benefit: You may gain the benefits of Alternate Ranged Form and Alternate Zanpakutou Form at the same time (IE you could have a rifle with a bayonet.) You can still change the form of your Zanpakutou between the two (IE Removing the Bayonet)

ZANPAKUTOU DOMAIN [ZANPAKUTOU, SOUL]
Prerequisites: 3 [BW] Damage, Seasoned, Any one Release
Benefit: The Zanpakutou Domain is an extension of the Shinigami's soul. The hallowed grounds that their Zanpakutou spirits reside in become real. A dome, square or triangle of pure reiatsu will envelop a 300 foot area that is impossible to enter by outsiders. This counts as another dimension and the only way to escape is for the Shinigami to either willingly release it be knocked unconscious or die.
Enemies within the 300 foot burst receive a -1 penalty to attack and defense every round that they remain within the area to a maximum of -5 after 5 rounds.
You and allies within the 300 foot burst receive a +1 bonus to attack and defense every round that they remain within the area to a maximum of +5 after 5 rounds.
While within the dome, your Zanpakutou returns to it's sealed state, though any generic abilities are still active. You may manifest up to your spell score modifier +1 in abilities per round as a free action from among the types that you have on your Zanpakutou. You must still have enough abilities to cover prerequisites for other abilities (IE if something requires 3 abilities to take, you must have 3 abilities before you can manifest that ability.)
This ability lasts for 10 + Spell score modifier in rounds and may be activated only once per encounter. This ability is supernatural.
Special: This may be taken multiple times, each time it is taken it applies to a different release.

DOLL TRAINING BANKAI [ZANPAKUTOU, SOUL]
Prerequisites: Shikai or Constant Release, 3[BW] Damage, Exclusive any other Bankai feat.
Benefit: As Bankai, except you never double your Shikai Picks. Your Bankai lasts till you shut it off, are knocked unconscious for more than three rounds, turn it off, or are killed.
Special: As with Bankai, Multiply your Reiatsu by 5 when you enter a Doll Training Bankai.

WEALTH

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

Wealth Bonus
To determine a character's starting Wealth bonus, roll 2d4 and plus (if appropriate) the bonus from the Windfall feat, plus 1 if the character has ranks in Profession.
Over the course of play, the hero's Wealth bonus will decrease as the hero purchases expensive items and increase as the hero gains levels.
A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb.
Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Purchasing Equipment
Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

The Wealth Check
A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.
If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.
If the character's current Wealth bonus is equal to or greater than the DC, the character automatically succeeds.
If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

Wealth and the Starting Hero
A newly created 1st-level character's Wealth bonus is +0 plus:
• Bonus from the Windfall feat, if taken.
• 2d4 die roll.
• +1 for having 1 to 4 ranks in the Profession skill.

Shopping and Time
Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Taking 10 and Taking 20
A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal. Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

Try Again?
A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

Aid Another
One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Losing Wealth
Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	+1 point[1]
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current Wealth Bonus.	2d6 points

1 This stacks with the loss from a Purchase DC above the character's current wealth bonus.

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.
A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

Wealth Bonus of +0
A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and can't take 10 or take 20. Also, it always takes a number of hours equal to the purchase DC of the object or service.

Regaining Wealth
A character's Wealth bonus recovers as the character advances.
Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wisdom check.) The DC is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Wealth Awards
Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award.

Selling Stuff
To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3.
Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.
Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If A character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.
A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase DC of the item.

Bleach Specific Items

Item	Purchase DC	Skill Used	Craft DC
Reiatsu Draining Hollow Device	25	Craft (Chemical)	20
Weighted Clothing	15	Craft (Structural)	10
Hair Bells	10	Craft (Structural)	5
Limiter Seal	N/A	Craft (Visual Arts)	Level of Recipient
Gigai	14	Craft (Chemical)	9
Combat Gigai	20	Craft (Chemical)	18
Instant Deployment Gigai	30	Craft (Chemical)	25
Soul Candy	10	Craft (Chemical)	5
Mod Soul	See Text	Craft (Pharmaceutical)	40
Mobile Phone (Hollow Detecting)	10	Craft (Electronic)	5
Soul Separation Glove	20	Craft (Electronic)	15
Tenshintai	See Text	Craft (Electronic)	30
Memory Replacement Device	20	Craft (Electronic)	15
Reiatsu Blocking Cloak	25	Craft (Chemical)	20
Nutrition Tablet	10	Craft (Chemical)	5
Super Nutrition Tablet	15	Craft (Chemical)	10

Reiatsu Draining Hollow Device: Using this device drops your Reiatsu to one half normal, placing you in the fatigued category. Removing the device instantly refills your reiatsu by one half. When you remove this device, as a move action, you may make a soul crushing check as a free action against the nearest opponent. You cannot be dazed from being defeated in this check. While using the device, you gain 10% bonus experience. Wearing such a device is a sign of a high reiatsu, as such you gain a +5 to Intimidate checks while wearing such a device. While wearing such a device, those employing the Sense Motive skill to ascertain your Reiatsu will only receive a result of up to 50% of your reiatsu no matter how high they roll until such time as you remove the device. If you remove the device, you do not gain the extra experience for wearing it.

Weighted Clothing: This device comes in individual pieces of clothing. Shirts, Pants, Gauntlets/Braces, Boots, Capes/Mantles and finally Head-wear. Each type of weighted clothing worn gives you a -2 penalty to attack, defense and reflex saves that stack. In return, you gain 5% bonus experience per piece worn. NOTE: Gauntlets/Braces and Boots come in sets of 2 and count as 1 piece for experience purposes. In addition, removing a piece of clothing in the middle of a fight is a full round action that provokes an attack of opportunity, but if done so, confers a +2 bonus on Strength and Dexterity per piece removed for the remainder of the encounter. If you remove the weighted clothing you do not gain the bonus experience for that battle.

Hair Bells: This device is placed in your hair and makes you easy to be heard in battle. Your opponents receive a +4 bonus to Defense while battling you, but in return receive 10% extra experience in battles. Removing the bells is a standard action that provokes an attack of opportunity. Should you remove the bells in a battle, you do not receive the bonus experience for that battle.

Limiter Seal: These are employed by Soul Society to keep the population of the world of the living blissfully not spiritually aware. When you gain a limiter seal, you gain negative levels equal to one half your original level (rounded down). The Negative levels are never permanent and are removed as soon as the limiter seal is released. Most of the time one needs permission to remove the limiter seal from a higher authority. Using a limiter seal grants the user an extra 20% experience should they not release the seal. Removing the seal is a standard action that does not provoke an attack of opportunity. Removing the seal cancels the experience boost. Resealing yourself is a standard action that does not provoke an attack of opportunity. This device cannot be purchased.

Gigai (False Body): Gigai are false bodies that shinigami can use to work undercover in the human world or to restore their power if it is lost for any reason. While in a gigai, a shinigami appears as a normal human, and can still use kidou. However, their hp total is halved, as is their effective caster level for the purposes of casting kidou. While in a Gigai, a Shinigami cannot have a physical statistic over 10, while mental statistics remain the same. While resembling human bodies, gigai do not require nourishment or partake in any of the general biology that most human bodies do. However, certain, specially-designed Gigai are far closer to the bodies of real humans, even to the point of reducing one's Reiatsu until the shinigami becomes completely human. Entering a gigai is a standard action that provokes an attack of opportunity. Deploying a Gigai is a move action. Exiting a Gigai is a move action that does not provoke an attack of opportunity.

Combat Gigai (False Body): A combat gigai is just like a regular Gigai, except you do not reduce your Physical Statistics.

Instant Deployment Gigai (False Body): Instant Deployment Gigai are identical to existing gigai, except they can be deployed as an immediate action instead of a move action. These are very rare, invented by Kisuke Urahara.

Soul Candy: Soul Candies implant a gigai (or human body) with an artificial soul, pushing the current soul that inhabits it out. Soul Candy comes in a variety of brands, each with their own distinctive personality that are pre-programmed.

Mod Souls: Mod Souls differ from Soul Candy in that they have enhanced abilities. When you design a Mod Soul, choose one physical statistic. The Gigai gains a +4 to that statistic and a +8 to all skills involving that statistic. Most mod souls have been destroyed when Soul Society outlawed Project Spearhead. This item cannot be purchased, but hey, who's to say one won't get mixed in with a Soul Candy? This has a purchase DC of 40 for the purposes of crafting

Mobile Phone: This device functions as both a hollow-tracking device and as a communications device, its second ability much akin to that of a human cellular phone. The Hollow- Tracker indicates all hollows within up to a mile radius, and allows for several settings to track hollow movement closer to the bearer’s location via GPS. When tracking, the Hollow Tracker makes a reiatsu tracking check on the entire location within the prescribed range (1/4 mile, ½ mile, 1 mile). The check is treated as 10 for the purposes of hollows using disguise. This device will only detect hollows reiatsu, other beings with intense reiatsu will not show up on the Hollow Tracker.
In addition, the Mobile Phone records and sends the exact time and location of a hollow emergence and tracks the shinigami’s kills, which can be redeemed for money based on the bounty on the head of the hollow.

Soul Separation Glove: This glove bears a flame-and-skull mark and can be used to push past human or gigai bodies and remove the soul or soul candy inside.

Tenshintai (Divine Transfer Body): This device forces the zanpakutou that impales it into its manifested form, allowing the bearer of the zanpakutou to challenge it and attempt to defeat it in order to obtain bankai. The materialization lasts for one day, before the Tenshintai returns to doll form. The use of the Tenshintai more than three consecutive times can prove fatal to the user. This device is required to obtain the Doll Training Bankai feat. This item cannot be bought, but has a 30 Purchase DC for the purposes of Crafting.

Memory Replacement Device: This device can be used to replace the memories of humans who witnessed and survived a hollow attack, knocking them unconscious in the process. They awaken later with their memory of the hollow suppressed and a new memory of the occurrence in its place.

Reiatsu Blocking Cloak: This device completely nullifies it's wearer's Reiatsu Signature as if they had successfully used Bluff to hide themselves. This only lasts as long as the cloak is worn, and immediately ends should the cloak be removed for any reason.

Nutrition Tablet: This item restores one half your Reiatsu upon ingestion. Also upon ingestion you heal hit points as though you went through an Extended Rest (1 HP per Character Level). You do not however, gain back daily uses of abilities. You may not gain the benefits of a Nutrition Tablet more than once every 24 hours.

Super Nutrition Tablet: This item restores your full Reiatsu pool upon ingestion. Also upon ingestion you heal back one half your maximum hit points, and you gain back any abilities with daily uses as if you had taken an extended rest. You may not gain the benefits of a Super Nutrition Tablet more than once ever 48 hours.

EQUIPMENT (GENERAL)

General Equipment

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life-assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless.

New batteries have a purchase DC of 2 and can be changed as a move action.

Equipment Tables

Equipment is described by a number of statistics, as shown on Table: General Equipment.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Table: General Equipment

Object	Size	Weight	Purchase DC	Restriction
Bags and Boxes				
Aluminum travel case				
10 lb. Capacity	Med	5 lb.	10	-
40 lb. Capacity	Large	10 lb.	11	-
75 lb. capacity	Large	15 lb.	12	-
Briefcase	Med	2 lb.	7	-
Contractor's field bag	Med	2 lb.	6	-
Day pack	Small	2 lb.	5	-
Handbag	Small	1 lb.	4	-
Range pack				
Standard	Small	2 lb.	7	-
Oversized	Med	3 lb.	9	-
Patrol box	Med	4 lb.	9	-
Clothing				
Clothing outfit				
Business	Med	3 lb.	12	-
Casual	Med	2 lb.	8	-
Formal	Med	3 lb.	15	-
Fatigues	Med	3 lb.	9	-
Uniform	Med	2 lb.	9	-
Ghillie suit	Med	5 lb.	6	-
Outerwear				
Coat	Med	2 lb.	8	-
Fatigue jacket	Med	2 lb.	7	-
Overcoat	Med	3 lb.	9	-

Parka	Med	3 lb.	9	-
Photojournalist's vest	Med	1 lb.	9	-
Windbreaker	Med	1 lb.	6	-
Tool belt	Small	2 lb.	9	-
Computers and Consumer Electronics				
Camera				
35mm	Small	2 lb.	17	-
Digital	Tiny	0.5 lb.	14	-
Disposable	Tiny	0.5 lb.	4	-
Film	Dim	-	3	-
Film developing (roll)	-	-	3	-
Cell phone	Dim	-	9	-
Computer				
Desktop	Large	10 lb.	22	-
Notebook	Med	5 lb.	23	-
Upgrade	-	-	See text	-
Digital audio recorder	Tiny	1 lb.	10	-
Modem				
Broadband	Tiny	1 lb.	6	-
Cellular	Tiny	1 lb.	6	-
PDA	Tiny	0.5 lb.	16	-
Portable satellite phone	Small	2 lb.	17	-
Portable video camera	Small	2 lb.	16	-
Printer	Med	3 lb.	12	-
Scanner	Med	3 lb.	12	-
Walkie-talkie				
Basic	Tiny	1 lb.	7	-
Professional	Tiny	1 lb.	15	-
Surveillance Gear				
Black box	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defeater	Tiny	1 lb.	5	-
Cellular interceptor	Tiny	0.5 lb.	23	-
Lineman's buttset	Tiny	1 lb.	13	Lic (+1)
Metal detector	Small	2 lb.	11	-
Night vision goggles	Small	3 lb.	17	-
Tap detector	Tiny	1 lb.	7	-
Telephone tap				
Line tap	Tiny	0.5 lb.	13	Lic (+1)
Receiver tap	Tiny	0.5 lb.	3	Res (+2)
Telephone line tracer	Med	5 lb.	23	-
Professional Equipment				
Bolt cutter	Med	5 lb.	6	-
Caltrops (25)	Small	2 lb.	5	-
Car opening kit	Tiny	1 lb.	6	Lic (+1)
Chemical kit	Med	6 lb.	16	-
Demolitions kit	Med	5 lb.	13	Lic (+1)
Disguise kit	Med	5 lb.	12	-
Duct tape	Tiny	1 lb.	3	-
Electrical tool kit				
Basic	Large	12 lb.	14	-
Deluxe	Huge	33 lb.	21	-
Evidence kit				
Basic	Med	6 lb.	7	-
Deluxe	Med	8 lb.	15	-
Fake ID	Fine	-	See text	Illegal (+4)
First aid kit	Small	3 lb.	5	-
Forgery kit	Small	3 lb.	12	-
Handcuffs				

Steel	Tiny	1 lb.	7	-
Zip-tie (25)	Dim	0.5 lb.	6	-
Instrument, keyboard	Large	12 lb.	12	-
Instrument, percussion	Huge	50 lb.	14	-
Instrument, stringed	Large	7 lb.	13	-
Instrument, wind	Tiny	1 lb.	8	-
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Lock release gun	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit				
Basic	Large	22 lb.	13	-
Deluxe	Huge	45 lb.	20	-
Medical kit	Med	5 lb.	15	-
Multipurpose tool	Tiny	0.5 lb.	9	-
Pharmacist kit	Med	6 lb.	17	Res (+2)
Search-and-rescue kit	Med	7 lb.	12	-
Spike strip	Huge	22 lb.	13	-
Surgery kit	Med	5 lb.	16	Lic (+1)
Survival Gear				
Backpack	Med	3 lb.	10	-
Binoculars				
Standard	Small	2 lb.	7	-
Rangefinding	Small	3 lb.	15	-
Electro-optical	Small	4 lb.	16	-
Chemical light sticks (5)	Tiny	1 lb.	2	-
Climbing gear	Large	10 lb.	11	-
Compass	Dim	0.5 lb.	5	-
Fire extinguisher	Med	3 lb.	8	-
Flash goggles	Tiny	2 lb.	15	-
Flashlight				
Penlight	Dim	0.5 lb.	3	-
Standard	Tiny	1 lb.	4	-
Battery flood	Small	2 lb.	6	-
Gas mask	Small	5 lb.	13	-
GPS receiver	Tiny	1 lb.	15	-
Map				
Road atlas	Tiny	1 lb.	4	-
Tactical map	Tiny	0.5 lb.	3	-
Mesh vest	Med	7 lb.	8	-
Portable stove	Tiny	1 lb.	9	-
Rope (150 ft.)	Large	12 lb.	5	-
Sleeping bag	Med	4 lb.	9	-
Tent				
2-person dome	Med	4 lb.	11	-
4-person dome	Med	7 lb.	12	-
8-person dome	Large	10 lb.	13	-
Trail rations (12)	Tiny	1 lb.	5	-
Weapon Accessories				
Box magazine	Tiny	0.5 lb.	4	-
Detonator				
Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
Timed	Tiny	0.5 lb.	7	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Holster				
Hip	Tiny	1 lb.	5	-
Concealed carry	Tiny	0.5 lb.	5	-
Illuminator	Tiny	0.5 lb.	7	-
Laser sight	Tiny	0.5 lb.	15	-
Scope				

Standard	Tiny	0.5 lb.	11	-
Electro-optical	Small	3 lb.	18	-
Speed loader	Tiny	0.5 lb.	3	-
Suppressor				
Pistol	Tiny	1 lb.	12	Mil (+3)
Rifle	Small	4 lb.	14	Mil (+3)

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case

A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag

Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Clothing Outfit

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms-making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

Photojournalist's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious-and hidden-pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

Windbreaker: This is a lightweight jacket made of wind-resistant material.

Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she doesn't have to worry about ongoing subscription costs.

Camera

Still cameras let a character capture a record of what he or she has seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Cell Phone

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade: A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

Portable Satellite Telephone

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Walkie-Talkie

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices-making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Black Box

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Caller ID Defeater

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

Cellular Interceptor

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops to 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Lineman's Buttset

This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it.

A lineman's buttset is a common tool for telephone repair personnel.

Metal Detector

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

Night Vision Goggles

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision-but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector

Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

Telephone Tap

These devices allow a character to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

Receiver Tap: This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

Telephone Line Tracer

Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC.

Note that some skills, by their nature, require a piece of equipment to utilize.

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool
Treat Injury	First aid kit
	Medical kit
	Surgery kit

Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

Forgery Kit

This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs

Handcuffs are restraints designed to lock two limbs-normally the wrists-of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instrument, Keyboard

A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

Instrument, Percussion

A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Instrument, Stringed

An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

Instrument, Wind

A flute, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun

This small, pistollike device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a -4 penalty.

Multipurpose Tool

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit

A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Spike Strip

This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit-although vehicles equipped with puncture-resistant tires are not affected.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Chemical Light Stick

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flash Goggles

These eye coverings provide total protection against blinding light.

Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Gas Mask

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

GPS Receiver

Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Map

While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.

Road Atlas: Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

Tactical Map: A tactical map covers a small area-usually a few miles on a side-in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

Mesh Vest

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.

A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Portable Stove

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope

Climbing rope can support up to 1,000 pounds.

Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium-size or smaller firearms.

Hip: This holster holds the weapon in an easily accessed-and easily seen-location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or

otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Speed Loader

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

Table : Lifestyle Items

Housing	Purchase DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36
Entertainment	**Purchase DC**
Movie ticket	3
Theater ticket	7
Sporting event ticket	7
Meals	**Purchase DC**
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9
Transportation	**Purchase DC**
Airfare	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8
Luxury	10

Lodging	Purchase DC
Budget motel	7
Average hotel	9
Upscale hotel	11

Housing

A number of types of homes are mentioned on Table:Lifestyle. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table:Services.

Table: Services

Item	Purchase DC
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

Legal services	10 + lawyer's Knowledge (civics) ranks
Medical services	
Long-term care	10 + doctor's Treat Injury ranks
Restore hit points	12 + doctor's Treat Injury ranks
Surgery	15 + doctor's Treat Injury ranks
Treat poison/disease	10 + doctor's Treat Injury ranks

Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. See page 163 for more about vehicle damage.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond-a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.

Medical Services

A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Poison/Disease: The purchase DC represents one application of treatment for a poison or disease.

Melee Weapons

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do-but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: None of the following melee weapons have restrictions on their purchase.

Table: Melee Weapons

Weapon	Damage	Critical	Type	Range Increment	Size	Weight	Purchase DC	Restriction
Simple Weapons								
Brass knuckles	1, See Text	20	Bludgeoning	-	Tiny	1 lb.	5	-
Gauntlets	See Text	20	Blugdeoning	-	Tiny	2lbs	6	
Cleaver	1d6	19-20	Slashing	-	Small	2 lb.	5	-
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	-
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	7	-
Metal baton	1d6	19-20	Bludgeoning	-	Med	2 lb.	8	-
Pistol whip	1d4	20	Bludgeoning	-	Small	-	-	-
Rifle butt	1d6	20	Bludgeoning	-	Large	-	-	-
Sap	1d6[1]	20	Bludgeoning	-	Small	3 lb.	2	-
Stun gun[1]	1d3	20	Electricity	-	Tiny	1 lb.	5	-
Tonfa[1]	1d4	20	Bludgeoning	-	Med	2 lb.	6	-
Archaic Weapons								
Bayonet (fixed)[1]	1d4/1d6	20	Piercing	-	Large	1 lb.	7	-
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	-
Longsword	1d8	19-20	Slashing	-	Med	4 lb.	11	-
Machete	1d6	19-20	Slashing	-	Small	2 lb.	5	-
Rapier	1d6	18-20	Piercing	-	Med	3 lb.	10	-
Spear	1d8	20	Piercing	-	Large	9 lb.	6	-
Straight razor	1d4	19-20	Slashing	-	Tiny	0.5 lb.	4	-
Sword cane[1]	1d6	18-20	Piercing	-	Med	3 lb.	9	-
Exotic Melee Weapons								
Chain[1]	1d6/1d6	20	Bludgeoning	-	Large	5 lb.	5	-
Kama	1d6	20	Slashing	-	Small	2 lb.	5	-
Modern Katana	2d6	19-20	Slashing	-	Large	6 lb.	12	-
Kukri	1d4	18-20	Slashing	-	Small	1 lb.	5	-
Nunchaku	1d6	20	Bludgeoning	-	Small	2 lb.	3	-
Three-section staff[1]	1d10/1d10	20	Bludgeoning	-	Large	3 lb.	4	-

For other weapons, please see the d20 SRD at http://www.d20srd.org/srd/equipment/weapons.htm

[1] See the description of this weapon for special rules.

SIMPLE MELEE WEAPONS

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

A character using Brass Knuckles does +1 damage per damage dice.

Gauntlets

This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Plate Mail comes with gauntlets.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun

Although the Name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual -4 penalty.

ARCHAIC MELEE WEAPONS

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon-clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

EXOTIC MELEE WEAPONS

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 nonproficient penalty. A Shinigami using an exotic weapon as their alternate form is considered proficient with an exotic weapon.

Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Modern Katana

The katana is a traditional japanese sword. This version has been folded many more times with modern-day techniques that make it stronger and sharper than it's ancient counterpart.

Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Ranged Weapons

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows.

When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

- Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.
- Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.
- Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

- Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.
- Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.
- Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.
- Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Table: Ranged Weapons

Weapon	DMG	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Handguns										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python[1] (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 17[1] (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20[1] (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)

Longarms										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Benelli 121 M1 (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	S	7 int	Large	8 lb.	17	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	Single	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5[1] (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1[1] (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
M-60 (medium machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	Single	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Illegal (+4)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Heavy Weapons										
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6[2]	-	-	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies[2]	-	-	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)
Other Ranged Weapons										
Compound bow (Archaic)[2]	1d8	20	Piercing	40 ft.	1	-	Large	3 lb.	10	-
Crossbow (Simple)	1d10	19-20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	-
Flamethrower (no feat needed)[3]	3d6	-	Fire	-	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	-	Med	2 lb.	4	-
Pepper spray (Simple)	Special[2]	-	Special[2]	5 ft.	1	1 int.	Tiny	0.5 lb.	5	-
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	-	Tiny	0.5 lb.	3	-
Taser (Simple)	1d4[2]	-	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	-
Whip (Simple)	1d2	20	Slashing	15 ft.3	1	-	Small	2 lb.	4	-

[1] This mastercraft weapon grants a +1 bonus on attack rolls.

[2] This weapon does special damage. See the weapon description.

[3] See the description of this weapon for special rules.

HANDGUNS

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat unless being used as a Zanpakutou's ranged form. Using a handgun without this feat imposes a -4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make Burst Fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python

The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver

The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

LONGARMS

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency feat unless they are the ranged form of a Zanpakutou.

Longarms are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections-on all sides of such conflicts.

Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine-an uncommon feature in a shotgun.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; dexscribed here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make Burst Fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make Burst Fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make Burst Fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of

five and can be used with only three bullets in the weapon. This setting does not grant the ability to make Burst Fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat unless being used as a ranged form of a Zanpakutou. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

vM2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

OTHER RANGED WEAPONS

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table: Ranged Weapons.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition. A Zanpakutou with a ranged form does not require ammunition to operate.

Table: Ammunition

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the -4 nonproficient penalty.

Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table: Explosives and Splash Weapons.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth Check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Table: Explosives and Splash Weapons

Weapon	Dmg	Critical	Type	Range Increment	Reflex DC	Burst Radius	Size	Weight	Purchase DC	Restriction
40mm fragmentation grenade	3d6	-	Slashing	10 ft.	15	-	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	-	Concussion	10 ft.	18	-	Small	1 lb.	12	Mil (+3)
Det cord	2d6	-	Fire	See text	12	-	Med	2 lb.	8	Res (+2)
Dynamite	2d6	-	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	-	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	-	-	-	See text	-	10 ft.	Small	2 lb.	10	-
Tear gas grenade	See text	-	-	See text	-	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	-	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Critical[2]	Type	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	-	10 ft.	Tiny	1 lb.	6	-
Molotov cocktail[1]	1d6	1	20	Fire	-	10 ft.	Small	1 lb.	3	-

[1] This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

[2] Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (Chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode-but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (Chemical) check to manufacture it.

Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (Chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse-a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

The purchase DC given is for a box of 6 grenades.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated for 1d6 rounds. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

The purchase DC given is for a box of 6 grenades.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The purchase DC given is for a box of 6 grenades.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The purchase DC given is for a box of 6 grenades.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (Chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Improvised Weapons

IMPROVISED WEAPONS

In combat between characters, it is not uncommon for someone to pick up a nearby object and wield it is a weapon. It is impossible to account for every conceivable weapon that the player characters may decide to throw at their opponents, but Table: Improvised Weapons provides commonly encountered examples of improvised weapons and their statistics. GMs are encouraged to use this table as a guideline should their players decide to grab something in the middle of combat that is not listed. Naturally, most weapons can only be used in Melee, though they can be thrown in combat if necessary.

Table: Improvised Weapons

Object	Base Weapon Damage	Abilities	Disabilities	Strength Requirement
Ashtray, Baseball	1d2		One use only	Strength 1
Fist Sized Rock	1d3			Strength 5
Fire Extinguisher	1d4			Strength 5
Bowling Ball	1d6			Strength 7
Empty Garbage Can	1d8			Strength 10
Mailbox	2d6	Burst, 5 Feet	-4 Attack	Strength 22
Bus	3d10	Burst, 20 feet	-4 Attack	Strength 56
Car	2d10	Burst, 10 feet	-4 Attack	Strength 42
Dumpster	2d8	Burst, 5 Feet	-4 Attack	Strength 40
Manhole Cover	2d10			Strength 28
Park Bench	1d8			Strength 32
Steel Girder	2d10	-1 Defense, Burst 5ft	-4 Attack	Strength 48
Telephone Pole	2d8	-1 Defense, Burst 5ft	-4 Attack	Strength 40
Stop Sign	1d6			Strength 18

“Strength Requirement” indicates the minimum Strength Ability Score required to wield the object as a weapon effectively. If any improvised weapon is thrown, it is treated as a Close Range (25ft + 5ft/2 levels) weapon. The range increases by one category every 8 Points of Strength above the Strength requirement. For example, if a Hollow character who has Strength of 56, threw a manhole cover, it would be treated as a Long Range (400ft + 40ft/Level) weapon (a Manhole cover has a Strength requirement of 28; the base Close range increases to Medium for a Strength of 36 and Long for a Strength of 44). Conversely, if the character throws a car, which requires Strength 42, it would be treated as a Medium Range (100 ft + 10ft/level) weapon (Medium range for a Strength of 50 but requires Strength of 58 for Long range). If it wished to throw a bus at an opponent, it would be treated as a short-range weapon because it is only two above the Strength Requirement to wield a bus as a weapon.

The Strengths listed indicate a Medium sized creature. To see what strength you need at different sizes, increase the strength required by 4 per size category smaller you are, and decrease the strength required by 4 for each size category larger you are. (Example 1: A Menos class hollow wishes to use a bus as a weapon. They are 4 size categories above medium, thus they subtract 16 from the minimum strength required to lift the bus, meaning they could lift the bus with a strength of 40.) (Example 2: Toshiro Hitsugaya wishes to also lift a bus. Because he is small sized, he would add 4 to the strength requirement making poor Toshiro's strength requirement a 60)

Armor

ARMOR

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

One feat covers armor proficiency: Armor Proficiecny.

Armor Table

Armor is described by a number of statistics, as shown on Table: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

- Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.
- Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.
- Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.
- Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if A character's Dexterity bonus drops to +0 because of armor, the character are not considered to have lost his or her Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Table: Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Light Armor									
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lb.	10	-
Leather armor	Archaic	+2	+1	+6	-0	30	15 lb.	12	-
Light undercover shirt	Concealable	+2	+1	+7	-0	30	2 lb.	13	Lic (+1)
Pull-up pouch vest	Concealable	+2	+1	+6	-1	30	2 lb.	13	Lic (+1)
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
Medium Armor									
Concealable vest	Concealable	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Chainmail shirt	Archaic	+5	+2	+2	-5	20	40 lb.	18	-
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+1)
Heavy Armor									
Special response vest	Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+1)
Plate mail	Archaic	+8	+3	+1	-6	20	50 lb.	23	-
Forced entry unit	Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+1)

LIGHT ARMOR

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt-but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

MEDIUM ARMOR

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection-at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort-at least compared to other tactical body armors.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

HEAVY ARMOR

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

EQUIPMENT (VEHICLES)

Vehicles

Vehicles are described by a number of statistics, as shown on Table: Vehicles.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense: The vehicle's Defense.

Hardness: The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.

Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction: The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

Table: Vehicles

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
Civilian Aircraft												
Bell Jet Ranger (helicopter)	1	4	250 lb.	-4	-4	245 (25)	6	5	28	G	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lb.	-4	-4	200(20)	6	5	36	G	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)
Civilian Cars												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	-2	+0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lb.	-2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lb.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lb.	-2	-1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lb.	-2	+1	360 (36)	8	5	34	H	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	-2	+0	280 (28)	8	5	34	H	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	-2	+0	230 (23)	8	5	32	H	28	Lic (+1)

Civilian Motorcycles												
Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)
Civilian Trucks												
AM General Hummer (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	-2	-2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	-2	-2	175 (17)	8	5	36	H	28	Lic (+1)
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	-2	-2	185 (18)	8	5	34	H	27	Lic (+1)
Civilian Water Vehicles												
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)
Other Civilian Vehicles												
Armored truck	2	0	3,600 lb.	-2	-2	175 (17)	8	10	36	H	34	Res (+2)
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	-1	+1	95 (9)	9	5	22	L	23	Lic (+1)
Limousine	1	7	425 lb.	-4	-4	195 (19)	6	5	38	G	36	Lic (+1)
Moving truck	1	2	33,000 lb.	-4	-4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 40LFW (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	38	Lic (+1)
Military Vehicles												
BMP-2 (tracked APC)	3	7	250 lb.	-2	-2	70 (7)	8	10	52	H	40	Mil (+3)
M1A2 Abrams (tracked tank)	4	0	425 lb.	-4	-4	80 (8)	6	20	64	G	47	Mil (+3)
M2A2 Bradley (tracked APC)	3	7	425 lb.	-4	-4	70 (7)	6	15	58	G	45	Mil (+3)
M113A1 Gavin (tracked APC)	2	11	200 lb.	-2	-2	62 (6)	8	10	48	H	39	Mil (+3)
UH-60 Black Hawk (helicopter)	2	14	9,000 lb.	-4	-4	325 (32)	6	5	46	G	47	Mil (+3)

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger

This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212

This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

Cessna 172 Skyhawk

This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45

This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths

cover for passengers.

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2 TL

The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

Aston-Martin Vanquish

The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier

A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette

The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon

The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria

The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan

The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

Lamborghini Diablo

The Diablo is a top-of-the-line exotic sports car - a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta

The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R

This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

A Hummer is two squares wide and four squares long.

Chevrolet Suburban

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab

The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout-a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Fairline Targa 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

Other Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model Name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armored Truck

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Honda TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Limousine

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M1A2 Abrams

This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table: Vehicle Weapons) and an M2HB heavy machine gun (see Table: Ranged Weapons), both mounted in full turrets.

M2A2 Bradley

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M113A1 Gavin

Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk

Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Table: Vehicle Weapons

Weapon	Dmg	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Cannons (require the Exotic Firearms Proficiency [cannons] feat)										
BMP-2 30mm cannon	4d12	20	Ballistic	300 ft.	A	Linked	Huge	*	*	*
M1A2 Abrams tank cannon	10d12	20	Ballistic	400 ft.	Single	1	Huge	*	*	*
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	350 ft.	A	Linked	Huge	*	*	*

* Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

Power Choices

A lot of races have the ability to build powers that compliment their characters. Whether your a Hollow, a Shinigami creating their Shikai, or any of the other myriad races that gain the ability to build powers. Below you will find all the needed information to choose powers that you will enjoy.

Power descriptions
Here is the format for Power descriptions.
POWER NAME [POWER TYPE]
Prerequisite: A minimum ability score, a feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.
A character can gain a feat at the same level at which he or she gains all the prerequisites.
A character can't use a power if the character has lost a prerequisite.
A class ability that gives you one or more Hollow Growth Powers without prerequisites overrides the prerequisite that you need the Hollow feat to take them. You must meet the other prerequisites as normal.
Benefit: What the power enables a character to do.
Special: Additional facts about the feat.

Hollow Growth Powers

Below are the various powers that Hollows may choose from. Remember, certain powers rely on your choice of attack when you first took the Hollow feat. You may not take any of these powers more times than one-third of your level (rounded down).

AQUATIC [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat
Benefit: The hollow is an aquatic creature, equipped with gills, flippers and other such underwater adaptations. the hollow gains water breathing as an extraordinary ability, and gains a swim speed equal to their land speed. this feat may be taken multiple times, each time increasing the hollow's swimming speed by their base land speed. This ability is physical, but is not sealed when you gain Sealed form.

BALA [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat, 2 or more attacks
Benefit: The hollow gains the ability to fire two quick blasts of spirit energy that deals damage equivalent to their claw or unarmed attack. A Bala is a touch attack with a range of 100 feet. Firing it is a standard action. This ability may be taken multiple times, each time gives another attack with the bala when used. The amount of bala fired cannot exceed the hollow's attacks per round. This ability is supernatural

BITE ATTACK [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: You gain a bite attack appropriate to your size (Small - Medium: 1d6, Large: 1d8, etc). This bite attack gains an additional dice of damage for every 5 ranks of unarmed strike you have above 1. This ability is physical.

BIZZARE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The form of a Hollow with this power has become utterly bizarre and alien. Choose one of the following monster type to replace the basic humanoid type: Abberation, Construct, Dragon, Elemental, Magical Beast, Ooze, Plant, Undead, Vermin. Only type traits apply (See Friends and Enemies Section). This ability is physical.

BOTTOMLESS STOMACH [HOLLOW GROWTH POWER]
Prerequisites: Hollow, Swallow Whole
Benefit: You may, as a standard action, swallow willing creatures and unattended objects of any size. This does not increase your weight at all and does not weigh anything to you. Retrieving an item from your stomach is a move action that does not provoke an attack of opportunity. This ability is supernatural.

BURROWING [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat
Benefit: The hollow gains a burrowing speed equal to 1/2 of it's land speed. this ability may be taken multiple times, each time increasing the speed by an extra 1/2 land speed.

CAUSTIC BLOOD [HOLLOW GROWTH POWER]
Prerequisite: Energy Resistance 30 with the element chosen.
Benefit: When struck in melee combat, the striker is subject to 2d6 points of damage of your elemental type. This may be taken multiple times to increase the damage by 2d6. This ability is supernatural.

CERO [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, 100+ Reiatsu
Benefit: This attack allows the hollow to unleash a condensed burst of energy in a 60ft Like that deals 1d6 damage per 100 Reiatsu in your pool. This costs a static 90 points of Reiatsu to fire. Targets may make a reflex save (DC 15 + Character Level + Hollow constitution Modifier) for half damage. This ability may be used once every 1d4 rounds. You can also expend 30 points of Reiatsu to increase your Cero's Damage by 1d6. You cannot gain more d6's than your Con Modifier's in this manner. This power marks you as a Menos ranked Hollow, and prey for any hollow attempting to climb the food chain. This ability is supernatural.

CERO BOCANADA [HOLLOW GROWTH POWER, CEROSHAPE]
Prerequisites: Cero
Benefit: You may choose to fire your Cero as a 30 foot burst centered within medium range (100 feet + 10 feet per level). Your Cero's DC is increased by your Dexterity Modifier when using this power. This ability is supernatural. You may only us one ceroshape ability per cero use.

CERO DOBLE [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, 100+ Reiatsu, Exclusive Cero
Benefits: Whenever the hollow would be subject to a line effect, they may attempt to make a fortitude save instead of a reflex save. Should they succeed, they absorb the line effect and fire it back adding 1d6 damage per 200 reiatsu to the effect and the save increases from the original by your own spellscore modifier. Using this ability causes the user to become exhausted till the end of combat. This ability is supernatural
Special: This ability counts as Cero for feat prerequisites and prestige paths

CERO METRALLETA [HOLLOW GROWTH POWER, CEROSHAPE]
Prerequisites: Cero, Ressurecion
Benefit: You may choose to fire one Cero per character level in a single turn. Each however does only 2d6 instead of the normal [1d6 per 100 Reiatsu]. For each target, total the damage before applying it to damage reduction. This ability is supernatural. You may only us one ceroshape ability per cero use.

CERO SECCION [HOLLOW GROWTH POWER, CEROSHAPE]
Prerequisites: Cero
Benefits: You may choose to fire your Cero as a ray with a range of 250ft. This ability is supernatural. You may only us one ceroshape ability per cero use.

CERO SINCRETIO [HOLLOW GROWTH POWER, CEROSHAPE]
Prerequisites: Hollow Feat, Cero, Sentai Feat
Benefits: By adding another person's Cero to your own, you can increase it's power. Increase the d6's of damage by 1 per 200 reiatsu in the lower hollow's pool (round down). (IE If one person has a pool of 1,000 and the other has a pool of 800, the Cero Sincretio would deal 14d6 damage.) This attack requires a readied action by the two people firing it. You can only have one Ceroshape on a cero at one time. This ability is supernatural.

CHIBI FORM [HOLLOW GROWTH POWER]
Prerequisite: Hollow, Must have had your hollow mask broken.
Benefit: Reduce your self one size category and from now on you may not become over huge size. Reduce all your statistics by 3. Once per day per four character levels for your con modifiers in rounds you may revert to your adult form gaining a size category and adding 9 to all your statistics.
Special: All well endowed feats become sealed unless you are in your adult form. This ability is supernatural

CONSUMPTION [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Whenever a Hollow performs a coup de grace on an opponent, he can choose to consume the opponent’s soul and gain a 10% XP bonus on the encounter (This portion of the power only works once per consumed). The Hollow is also healed up to its fallen enemy's constitution score in HP. This ability is physical.

CRUNCH [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Perquisite: Must have chosen Unarmed Strike and not Claws. If the hollow hits with two or more unarmed attacks, the hollow may deal extra damage. The second attack deals an additional 2d6 +STR bonus points of damage. This ability is physical.

DEFLECTION [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This gives the Hollow’s hide the ability to deflect ray or line attacks once/encounter as an immediate action, casting them harmlessly aside. This ability may be taken multiple times, it gives an additional use per encounter. This ability is supernatural

ELEMENTAL HANDS [HOLLOW GROWTH POWER]
Prerequisite: Energy Resistance for the element chosen
Benefit: You may use a standard action to activate this power. After activation, you deal an additional +2d6 damage of the appropriate type(Acid, Cold, Electricity, Fire, Force, Sonic or Water). You may take this two additional times to gain +2d6 damage of the appropriate type each time. This ability is physical.

ENERGY RESISTANCE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The hollow gains 10 resistance to either fire, cold, lightning, acid, sonic, force or water. This ability may be taken multiple times. Each time gives either a new resistance or stacks with an existing resistance. This ability is supernatural

ENHANCED SPEED [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This ability increases the Hollow's base movement and fly speed (if applicable) by 10 and 20 feet respectively. This may be taken multiple times. This ability is supernatural

EXTRA LIMB [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The hollow gains an extra limb. They can gain another leg, increasing their movement by 5 feet per extra leg, an extra arm/tentacle, giving them another unarmed or claw attack, a tail, giving them a tail attack (1d8), or a wing (1d4). One wing gives the hollow a wing buffet attack. Two wings also grant the hollow the ability to fly at twice their land speed with poor maneuverability. The attacks gained through this power gains an additional dice of damage for every 5 ranks of unarmed strike you have above 1. This ability is physical.

FAST HEALING [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: The Hollow gains Fast Healing 3. This ability may be taken multiple times, the benefits stack. At the time the Fast Healing is taken, select two energy types that can prevent the Fast Healing from functioning. The Hollow cannot gain resistance or immunity to either of these energy types, and any existing resistance to the energy type is effectively negated. This ability is physical.

GLAMOROUS CERO [HOLLOW GROWTH POWER, CEROSHAPE]
Prerequisite: Hollow Feat, Cero
Benefit: You may choose to fire your Cero in a 30 foot cone instead of the 60 foot line. The DC to avoid this attack is increased by your Charisma Modifier. This ability is supernatural. You may only us one ceroshape ability per cero use.

GROUND AND POUND [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have chosen Unarmed Strike and not Claws.
Benefit: A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the Ground and Pound ability usually gains two additional unarmed attacks that it can use only against a grappled foe. Ground and Pound attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A Hollow with the ground and pound ability must begin its turn grappling to use its ground and pound—it can't begin a grapple and ground and pound in the same turn. This ability is physical.

HIGH SPEED REGENERATION [HOLLOW GROWTH POWER]
Perquisites: Hollow Feat, Regeneneration
Benefit: Instead of 1hp/3 character levels, your regeneration becomes 2hp/3 character levels. This ability is physical.

IMPROVED HOLLOW FLIGHT [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, 2 Wings
Benefit: This requires wings for the hollow to take. Increase the hollow's base flight speed by 5 feet and its maneuverability by one step. If the hollow has perfect maneuverability, instead increase the flight speed by 10 feet. This ability is physical.

IMPROVED GRAB [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Select either unarmed strike or a natural attack the hollow possesses. If they hit with that attack, they can immediately initiate a grapple with any opponent up to one size category smaller than them as a free action without provoking an attack of opportunity. This ability is physical.

INCREASED SIZE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Increase the Hollow's size category by one step. (Check Monster Manual) This ability is physical.

INCREASED NATURAL ARMOR [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The Hollow gains +3 natural armor. This ability is physical.

INFINITE SLICK [HOLLOW GROWTH POWER]
Prerequisite: Hollow
Benefit: As a standard action you may coat a five foot area with Slick. Anyone standing in that square must make a balance check (Dex Based) or fall prone. You may move on your slick without the balance check and may choose to slide across it in a straight line that does not count against your movement total. This ability is supernatural

MAGIC FANG [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The Hollow gains a +1 enhancement bonus to any of their unarmed strikes and natural attacks. This ability can be taken multiple times, but no one natural attack can have more than a +5 enhancement bonus. This ability is supernatural.

MERGING [HOLLOW GROWTH POWER]
Prerequisites: Hollow
Benefit: As a full round action you may fuse with another hollow who is willing. The one not initiating the fusion adds their modifiers as a bonus to the initiator's statistics, they become one being. Ending the merger is a standard action. If the merged being dies, both hollow die. While merged you gain the Slippery mind feat as a bonus feat and take 2 less penalty for fighting with 2 weapons. You can only merge with one hollow at a time. This ability is supernatural.

MUDA [HOLLOW GROWTH POWER]
Benefit: You and up to your Spellscore modifier of allies are made invisible. Also, that same number of allies has their Reiatsu completely hidden. This lasts until one of you makes an attack against an enemy, or an enemy uses the Reiraku Hunter feat with a DC 50 to track you down. This ability is Supernatural.

PERMENANCY [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This gives the Hollow a permanent spell effect. Any spell under the Wizard spell “Permanency” or the Psion's “Incarnate” can be given to the Hollow with this ability. This ability is supernatural

POUNCE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: When a creature with this special attack makes a charge, it can follow with a full attack—including any extra attack abilities he may have (Rend, Crunch, Ground and Pound, etc). This ability is physical.

PRECOGNITION [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This ability gives the Hollow a +3 insight bonus to Defense. This ability can be taken multiple times, its effects stack. This ability is supernatural

QUIMERA PARCA [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, at least two other Hollows with this ability
Benefit: You and your partners summon a beast of incredible power that requires the sacrifice of the use of your left arms. By sacrificing the use of your left arm, the creature uses the stats, attack ranks, and defenses of the highest level user of this ability +2 to all of the above per other participant (Maximum +20). The first time this ability is taken you gain a rank one construct. Each additional 3 levels increases the rank by 1 culminating at Rank 6. This hollow construct automatically starts with the Bizzare: Construct Hollow Growth Power as listed in Chapters: “Power Choices” and detailed in “Friends and Enemies”. Your Construct begins at Small size and gains one size category per rank; do not modify it's stats. This ability is supernatural.
RANK 1 The character summons a weak construct with: 75 Hit Points, 5 damage reduction, land speed of 30 feet, 2d6 damage in unarmed melee combat, and 2 Hollow Growth Power.
RANK 2 The character summons a average construct with: 150 Hit Points, 10 damage reduction, land speed of 40 feet, 4d6 damage in unarmed melee combat, and 4 Hollow Growth Powers.
RANK 3 The character summons a strong construct with: 225 Hit Points, 15 damage reduction, land speed of 50 feet, 6d6 damage in unarmed melee combat, and 6 Hollow Growth Powers.
RANK 4 The character summons a powerful construct with: 300 Hit Points, 20 damage reduction, land speed of 60 feet, 8d6 damage in unarmed melee combat, and 8 Hollow Growth Powers.
RANK 5 The character summons a very powerful construct with: 375 Hit Points, 25 damage reduction, land speed of 70 feet, 10d6 damage in unarmed melee combat, and 10 Hollow Growth Powers.
RANK 6 The character summons a extraordinarily powerful construct with: 450 Hit Points, 30 damage reduction, land speed of 80 feet, 12d6 damage in unarmed melee combat, and 12 Hollow Growth Powers.
Special: All Hollow growth powers must be chosen the same per rank adding new ones as new ranks are achieved. Once chosen, the abilities cannot be changed.

RAKE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have chosen Claws instead of Unarmed Strike.
Benefit: A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A Hollow with the rake ability must begin its turn grappling to use its rake—it can’t begin a grapple and rake in the same turn. This ability is physical.

REFLECTION [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat, Deflection Power
Benefit: This changes one of the Hollow’s uses of Deflection into reflection, causing the ray or line attack to rebound upon its caster and target them instead. The caster’s attack roll is made against the caster’s AC instead of the Hollow’s AC, and the effects are resolved normally. This ability is supernatural.

REGENERATION [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a 1HP/3 levels per round. Choose two forms of energy, These energy forms deal damage to the creature normally; that sort of damage doesn’t convert to nonlethal damage and so doesn’t go away. The creature’s description includes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.
Creatures with regeneration can regrow lost portions of their bodies in 1d6 rounds and can reattach severed limbs or body parts instantly. Severed parts die if they are not reattached.
Regeneration does not restore hit points lost from starvation, thirst, or suffocation. Attack forms that don’t deal hit point damage ignore regeneration. An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage. This ability is physical.

REND [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have chosen Claws and not Unarmed Strikes.
Benefit: If the hollow hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The second attack deals an additional 2d6 +STR bonus points of damage. This ability is physical.

SCENT [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.
A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.
The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.
A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.
Creatures with the scent ability can identify familiar odors just as humans do familiar sights.
Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.
False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10. This ability is physical, but is not sealed by sealed form.

SIGNATURE WEAPON [HOLLOW GROWTH POWER]
Prerequisite: Weapon Skill Focus (Weapon Attack)
Benefit: You gain a signature weapon that has bonus points equal to one half your level. You must spend these points on a one point per bonus basis to purchase weapon enhancements or attack/damage modifiers. You may save points for later, and once you reach epic levels may begin putting on epic enhancements.

SPELL-LIKE ABILITY [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The hollow gains a spell-like ability usable once per day per point of wisdom modifier. The spell level must be equal to 1/3 of the character level + INT bonus or lower. This ability can be selected multiple times, adding a use per day, or a new spell-like ability. This ability is supernatural

SPECIAL [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, GM Fiat
Benefit: To facilitate unique effects, the GM and the Player may converse about allowing something outside the listed abilities, but within reason. As always, the GM has the final say on what is an acceptable ability. Varies, check with GM.

SUMMON LESSER HOLLOW [HOLLOW GROWTH POWER]
Prerequisites: Hollow, Telepathy
Benefit: As a standard action you may summon 1d4 (+1d4 per four character levels) lesser hollow. Lesser Hollow have 10 hit points per four character levels and a bite attack that deals 5 damage per four character levels. They may choose to explode as a standard action dealing 5 damage per 5 levels in a 5 foot area per 5 levels that bypasses all damage reduction which instantly kills the lesser hollow. Any lesser hollow caught in the blast radius of another lesser hollow explodes dealing their damage and dying. This ability is supernatural

SUPER SPEED [HOLLOW GROWTH POWER]
Prerequisites: Run
Benefit: You may move up to four times your speed when charging, and when you run you move at 10 times your base speed. You may take this multiple times to add 1 multiplier to your charge speed and 2 multipliers to your run speed (IE 4 and 10 would become 5 and 12). This ability is supernatural.

SWALLOW WHOLE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: This requires the Hollow to have the Improved Grab ability with its bite attack. You must have taken the bite attack physical alteration power before this. If it wins its first grapple check, it can establish a hold and attempt to swallow its target on the next round. A successful grapple check allows it to swallow any target at least two size categories smaller than it. Swallowed creatures take 2d8+4 points of bludgeoning damage, plus an additional +4 bludgeoning damage per size category greater than large the Hollow is (huge Hollow do 2d8+8, gargantuan Hollow do 2d8+12, colossal Hollow do 2d8+16). In addition, the target also takes 4 points of acid damage, +4 for each size category greater than large (huge Hollow do 8, gargantuan Hollow do 12, colossal Hollow do 16). A swallowed creature can cut its way out using a slashing or piercing weapon to deal 25 points of damage to the Hollow's gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The hollow can hold up to 2 creatures two size categories smaller than it, 4 creatures three size categories smaller than it, 8 creatures four size categories smaller than it, 32 creatures five size categories smaller than it, 128 creatures six size categories smaller than it, 512 creatures seven size categories smaller than it, and 1,524 creatures eight size categories smaller than it in its gizzard at one time. This ability is physical.

SWIFTNESS [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This ability gives the Hollow +4 to initiative. This ability may be taken multiple times, its effects stack. This ability is supernatural.

TELEPATHY [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: A creature with this ability can communicate telepathically with any other Hollow within a 30 yards range. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. This ability is supernatural

TRAMPLE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.
A trample attack deals bludgeoning damage (the creature's unarmed or claw damage + 1½ times its Str modifier). The creature's descriptive text gives the exact amount.
Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.
The save DC against a creature's trample attack is 15 + creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. This ability is physical.

Vastro Lorde Abilities

Vastro Lorde powers cannot be taken unless a feat or ability grants you the specific ability to take one.

MULTI-CERO [VASTRO LORDE ABILITY]
Benefit: As a full round action make a ranged touch attack against a target within 60' and all enemies within 30' of them this attack deals 3d6 per ranged attack you can make in a round plus 1d6 per 4 your attack roll beats their Defense max 10d6 extra damage. This ability is supernatural.

FULL POWER ZANPAKUTOU [VASTRO LORDE ABILITY]
Benefit: Gain 4 shikai and 2 Bankai abilities when you unleash your zanpakutou (Arrancar). This ability is supernatural.

DREADFUL WOUNDS [VASTRO LORDE ABILITY]
Benefit: Once per day per four character levels, damage from your cero or hollow powers can't be healed by any effect other then natural healing and your attacks over come Regeneration. This ability is supernatural.

AURA OF DECAY [VASTRO LORDE ABILITY]
Benefit: All characters within 30' +10' per 5 character levels take 2 str, dex, and con drain at the beginning of your turn or when they enter your aura. This ability is supernatural.

SPIRIT LANCE [VASTRO LORDE ABILITY]
Benefit: Once per day per 4 character levels you may make a touch or ranged touch attack with a 30' range that deals 3d6 per weapon attack the Vastro Lorde can make in a round. This attack ignores all DR the target possess. This ability is supernatural.

UNGODLY HEALING [VASTRO LORDE ABILITY]
Benefit: The Vastro Lorde can increase its Fast Healing by 10 for 3 rounds or it can increase its Regeneration by 5 for 3 rounds once per day per 4 character levels This ability is supernatural.

INHUMAN STAMINA [VASTRO LORDE ABILITY]
Benefit: The Vastro Lorde does not die at negitive half their max hit points, in order to die he must reach his full Hit point total in negative in order to die. The Vastro Lorde will not go unconscious until death. At 0 HP the Vastro Lorde gains + 10 DR, at 1/2 his HP total negative his DR increases again by 5. This ability is extraordinary.

Shikai Abilities

Zanpakutou Types: Each zanpakutou usually has two types which governs its abilities. Here are the types that will be used as themes for creating ability sets for people to use when constructing their zanpakutou.
Note: The abilities presented here are by no means all that zanpakutou can (or should) be able to do. These are merely suggestions and a set formula. If you desire a zanpakutou to do something besides what is listed here, feel free to speak with your DM about the ability and how to make it work and under what type they fall, if any.

Roll 2d6+8 for each of the following when creating a Zanpakutou. Intelligence, Wisdom, Charisma. Add the modifiers together and then add 1 per shikai ability gained by the Zanpakutou + Character Level, that is the Zanpakutou's Ego score. When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose allegiances or personality is distasteful to the item.
- The character divesting herself of all other items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Mystical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:
- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Sealed Zanpakutou do not incur Ego Checks. Zanpakutou are not Magical Items.

Zanpakutou Abilities: As your zanpakutou progresses in strength, you may select various abilities for it, starting with 1 ability per type when you first attain shikai. In addition to this, your zanpakutou's shape changes to reflect its release. This shape change may be purely cosmetic, or may actually give it enhanced capabilities (see Weapon type below). Shape can also change the damage type from Slashing to either Bludgeoning or Piercing, but this does not require any advancement in the weapon type, it is still functionally more or less the same. When taking an ability, you may not take the same function of an ability more than 1/3 your level, rounded up no matter what race you are that takes shikai abilities.

When designing your Zanpakutou, you may specify a flaw in your Zanpakutou. Should you do so, you gain an extra Shikai pick when you gain your Shikai. Work with your GM to find applicable flaws. Shikai Picks gained through flaws do not translate over to your Bankai on a two for one basis.

Examples of flaws include:
- Having to use your Reiatsu to power your abilities.
- Touching the blade makes the toucher immune to it's power.
- Your area effect abilities have a minimum range and cannot effect adjacent targets.
- You and your Zanpakutou share HP.
- Your Zanpakutou does less damage than normal.
- Your Zanpakutou cannot tell friend from foe.

Flaws in your Shikai do not carry over to your Bankai. You may specify a flaw for your Bankai as well, gaining one extra shikai pick for your Bankai's release.

You can have more than one flaw on your Zanpakutou, each flaw you have on it gains you an additional bonus Zanpakutou Ability.

Zanpakutou abilities last until you reseal your release unless stated otherwise. For a constantly released Zanpakutou, the effects last for one minute per level unless stated otherwise. Increases in [BW] damage from shikai abilities for constantly released Zanpakutou don't count towards Feat Prerequisites.

If you have any ability that summons a creature, the Summons cannot summon any other creature through any means. (IE Terra Cotta Army, Summon Golem, Summoning Type, Etc.)

If something notates that it is non-lethal damage, it doesn't matter what element you change it to, it is still non-lethal damage.

Table: Zanpakutou Types

Description
Elemental
Earth
Fire
Ice
Lightning
Water
Wind
Non-Elemental
Weapon
Projectile
Barrier
Sand
Primal
Metal
Plant
Assassination
Oppression
Generic
Strange
Blood
Poison
Summoning
Games
Bone
Dragon
Spider
Distortion
Magical
Kidou
Healing
Forces
Darkness
Light
Sonic
Mind
Mega Forces
Space
Time
Gravity
The Four Horseman
War
Famine
Pestilence
Death
The Four Virtues
Courage
Justice
Temperance
Prudence

ASSASSINATION TYPE

Assassination type Zanpakutou are efficient at killing.

Assassin's Strike:
You may strike your opponent's spiritual energy, setting up the energy flows to collapse and finally, kill the target. When first taking this ability it requires 5 strikes before the target will die. It takes 3 rounds of study before you may begin using Assassin's Strike, taking only a single move action each round as you study your opponent's body and spirit make up. You may take this ability up to three additional times, each lowering the number of strikes by 1. It requires a standard action to perform a "strike". An enemy struck by Assassin's Strike the second time or more may make a saving throw each time to avoid getting struck again in the precise attack location, they may roll a Reflex save (Dexterity Based). The DC to avoid increases by 1 each time they make their saving throw as they gain more zones to strike.

Swift Assassin's Strike:
You may perform your strikes quicker than normal, reduce the time of study required by Assassin's Strike by 1 round. You may take this up to three times, reducing the time required to none.

Assassin Onslaught:
Requires Assassin's Strike taken 2 times and Swift Assassin's Strike taken 3 times. You may now make a full attack while using Assassin's Strike, designating one attack to be the "Strike". You may take this up to three additional times, adding an additional attack that may be designated as a "Strike".

Assassin's Blade:
You may use the Sneak Attack feat without requiring an opponent to be flat-footed. Using this ability is a standard action. This ability does -not- allow you to activate abilities such as Crippling Strike or other Sneak Attack related feats.

Improved Assassin's Blade:
Requires Assassin's Blade. You may now activate Sneak Attack related feats with Assassin's Blade.

Swift Assassin's Blade:
Requires Assassin's Blade. You may now use Assassin's Blade as part of a full attack action, gaining sneak attack damage on one attack per round.

Improved Swift Assassin's Blade:
Requires Swift Assassin's Blade. You may sneak attack an opponent once more per round per time you take this ability. May be taken a maximum of three times.

Assassin's Piercing Strike:
Requires Assassin's Onslaught, and Improved Assassin's Blade, Sneak Attack (+5d6). You may as a standard action ignore the opponents Natural Armor, Deflection, Armor, and Shield Bonus to Armor Class. Using this ability reduces your sneak attack damage by 4d6.

Oblivious Strike:
Requires Assassin's Blade, Swift Assassin's Blade, Improved Swift Assassin's Blade, and Assassin's Piercing Strike. You may as a standard action strike your opponent twice, gaining the benefits of Assassin's Piercing Strike and both attacks are considered sneak attacks. Both attacks resulting damage is combined for DR (thus dealing 32 points of damage and 28 points of damage you deal 60 points of damage against an opponent with DR 15/-, they would take 45 points of damage rather then 30).

Improved Oblivious Strike:
Requires Oblivious Strike. You may attack your opponent once more when using Oblivious Strike. You may take this ability twice, each time granting one additional attack.

Shadow Cloak:
Requires Sneak Attack, Hide 9 ranks, Assassin's Strike. You gain the ability to Hide In Plain Sight when within 10' of a shadow that isn't your own.

BARRIER TYPE

"If I didn't have this bloodmist shield, you'd have taken off at least one arm..."
--Urahaha Kisuke, Former 12th Division Captain

Iron Skin:
This requires at least two barrier abilities to take. It gives the wielder DR 2/-, which stacks with any DR granted by the Damage Reduction feat or by levels. May be taken multiple times it's effects stack.

True Defense:
This requires at least three barrier abilities to take. It allows you to take an extra immediate action each turn, but only if the immediate action is used for a barrier ability.

Protective:
This ability gives you +2 to any one saving throw. It may be taken multiple times, its effects stack when necessary.

Shielding:
This ability gives you a +2 deflection bonus to Defense. It may be taken multiple times, its effects stack.

Armor of the Gods:
This causes your zapakutou to encase you in a suit of armor equivalent to any of the standard armor types. The armor is treated like the basic version of its type for all intents and purposes, and you gain the benefit of all of the bonuses and penalties for wearing the armor. This can additionally cause the materialization of a shield, but the same rules will apply. You may still fight with your zanpakutou while using this ability.

Improved Armor of the Gods:
This requires the Armor of the Gods ability. It lets you designate either your armor or a shield (if present) and increase its enhancement bonus by +1 for every time this ability is taken. Alternatively, you can gain an armor ability not equivalent to an existing zanpakutou ability with an effective bonus of +1 or +2, assuming your Armor of the Gods is already at least +1.

Greater Armor of the Gods:
This requires Armor of the Gods, Improved Armor of the Gods for at least +3, and two other Barrier abilities. Your Armor of the Gods gains an ability with an effective enhancement bonus of +3 or +4. This ability may be taken multiple times, but each time after the first requires an additional +1 Armor of the Gods (so the second time requires +2, et cetera).

Superior Armor of the Gods: This requires Armor of the Gods and Improved Armor of the Gods for +5. You gain a single armor ability rated at +5 enhancement bonus.

Divine Guard:
Choose Defense, Will, Reflex, or Fortitude. As an immediate action in response to an attack, you can gain +4 to the chosen trait against that attack. This ability may be taken multiple times; each time you can choose a new trait or upgrade an existing trait's bonus by +4.

Improved Divine Guard:
Requires Divine Guard and at least two other Barrier abilities. When using Divine Guard, you can instead gain your trait bonus against all attacks made by that opponent in a round.

Greater Divine Guard:
Requires Improved Divine Guard and at least three other Barrier abilities. As a move action, you can gain your trait bonuses against one attack from each opponent in a round. As a full-round action, you instead gain them against all attacks in the round. This can be done as part of a Total Defense action.

Expanded Divine Guard:
Requires Divine Guard and one other Barrier ability. You can gain multiple trait bonuses in a round against a single opponent as part of the same immediate action.

Divine Form:
This ability may be taken multiple times. Each time you take it, you gain a +2 deflection bonus to Defense, a +2 divine bonus to any saving throw, and DR +2/-. All effects stack.

Improved Divine Form:
Requires Divine Form to have been taken for Defense, each saving throw, and DR. Each time you take this ability, you gain +1 to AC, +1 to each saving throw, and +1 DR.

Wall:
This allows the zanpakutou to create a 40-foot long, 10-foot high, 5-foot thick wall which can be placed anywhere within 100 feet of the wielder as a standard action, dealing its normal damage to all in range or who attempt to pass through it. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Con) for half damage. The wall lasts for 3 rounds, and the zanpakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the length of the wall by 20 feet, the duration by 3 rounds the width of the wall by 5 feet, or the height by 10 feet.

Improved Wall:
This requires Wall and at least one other Barrier ability. Instead of being passable, you can choose to create a wall of iron inscribed with magic runes that deal your Zanpakutou damage to anyone who touches the wall. You can choose not to deal this damage. If someone you know touches the wall, you know who they are as though you're looking at them even if you're not.

Greater Wall:
This requires Improved Wall and at least two other Barrier abilities. You can choose to create a wall of invulnerable force that does not deal damage. Creating such a wall halves its length, height, and thickness, to a minimum of five feet.

Superior Wall:
This requires greater wall and at least two other Barrier abilities. You can choose to create a wall of invulnerable force that deals force damage equal to your Zanpakutou's damage to anyone that touches the wall. You can choose not to deal this damage. If someone you know touches the wall, you know who they are as though you are looking at them even if you're not.

Cage
Requires Wall to take. Your Zanpakutou can create a cage around the chosen target, instead of a straight wall. this cage has all the properties of your wall (material, damage, width etc) save it's height and length are as specified below. the cage forms around the chosen target as a cage that is 10 feet long, 10 feet deep and 10 feet high. if the cage is used against a creature larger than this, then it fails. the action is still consumed. You may only have one wall or cage active at one time. This ability can be taken multiple times. Each time increases the length, height and depth by 5 feet.

Eternal Bastion
This requires Armour of the gods and two other barrier abilities to take. You gain fast healing 3. This ability can be taken multiple times. Gain +1 Fast Healing each time. This ability only works as long as Armor of the Gods is active.

Greater Eternal Bastion
This requires Armor of the Gods, two other Zanpakutou abilities and Eternal Bastion to take. Your fast healing is active without having to activate Armor of the Gods. Your Zanpakutou must still be released for this to be active.

Reflective Shielding
This requires 3 other Barrier abilities to take. If you successfully defend against an attack using your barrier abilities, you may choose to deflect the attack back at it's user. You may do this once per round, and the attack targets the user at the same roll it targeted you at. You may take this multiple times, each time you take it you gain another use of this per round. Divine Form's Damage Reduction bonus and Iron Skin's Damage reduction Bonus do not trigger this ability.

Lighter Material
Requires Armor of the Gods to take. Your armor is made of lighter stuff than normal. Treat your armor as one size category lighter than normal. This increases the Max Dex Bonus of your armor by 2 and reduces the Skill Penalty of the armor by 2. It also increases the speed you can move in your armor by 5ft. You may take this multiple times it's effects stack. These can never result in a bonus.

BLOOD TYPE

"Scream! Benihime!"
--Urahaha Kisuke, Former 12th Division Captain

Blood-type zanpakutou drain and make use of the wielder and/or the target's vitality to unleash devastating attacks.

Wounding:
Your zanpakutou gains the properties of a wounding weapon. Deals 1 point of Constitution damage.

Greater Wounding:
This requires the Wounding ability to take. Your Zanpakutou gains the properties of a Greater Wounding weapon. Deals 2 points of Constitution damage.

Bleeding Strike:
This allows you to make a standard attack action and attempt to open a gaping wound that continues to deal damage after it's been made. If successful, the attack deals an 1d6 damage on the next round. This ability can be taken multiple times, each time adds either 1d6 damage or increases the duration by 1. Any form of magical healing stops the bleeding entirely, as does any kind of Fast Healing special quality.

Tenacious Wound:
This requires Bleeding Strike to take. It makes the bleeding wounds you inflict particularly difficult to stop. In order to halt the bleeding, it instead requires Reiatsu Healing or a healing type Zanpakutou to heal. In addition, this stops Fast Healing from closing the wounds, although it does not prevent Fast Healing from taking effect and healing some of the damage. The bleeding damage takes effect before Fast Healing.

Improved Bleeding Strike:
This requires Bleeding Strike to take. It allows you to make a bleeding strike on a full- round attack action, with each hit opening its own wound. Each attack does 1d6 less damage than a normal bleeding strike, to a minimum of 0, and each wound lasts for as many rounds as a standard Bleeding Strike does.

Blood Kido
You may sacrifice your own vitality to cast kido without spending the Reiatsu. This can be done on a 1 Constitution to 30 Reiatsu basis. This ability can be taken multiple times to increase the Reiatsu eschewed by 10.

Blade of Blood:
Increase your zanpakutou damage by 1[BW]. As a swift action, you mayincrease it by an additional 3[BW] for the next attack by sacrificing 1 point of constitution. There is no limit to the amount of extra damage that can be done in this fashion.

Improved Blade of Blood:
This requires Blade of Blood to take. You may sacrifice an additional 2 points of constitution to make the additional damage from your Blade of Blood attack apply for an entire attack action.

Vampiric Strike:
As a standard action, you may make a single attack that allows you to regain hit points equal to the amount of base damage you deal. You do not regain hit points from extra damage from sources such as sneak attack, elemental abilities, or the Blade of Blood ability. Vampiric Strike cannot be used in conjunction with Blade of Blood's extra damage from dealing yourself constitution damage.

Greater Vampiric Strike:
This requires Vampiric Strike to take. You may use Vampiric Strike as a full-round attack action, but you only regain hit points equal to half the total base damage you deal from each attack, rounded down.

Superior Vampiric Strike:
This requires Vampiric Strike and Greater Vampiric Strike to take. You may regain as many hit points as you deal in base damage when using Greater Vampiric Strike.

Vital Defense:
As an immediate action, you may expend your lifeforce to protect yourself from harm. You may either increase your Defense or one of your saving throws by +1 for every 3 hit points you spend in this manner. This can only be used in reaction to an incoming attack. All effects last for the duration of the turn in which they are activated. This ability is activated as an immediate action. This may be taken multiple times. Each time it is taken, you may apply the bonus to an additional skill at once.

Drain Reiatsu:
You may make a single ranged touch attack with a range of 25 ft.+5 for every 2 levels you possess. If you hit, drain 50 Reiatsu from the target. This ability may be taken multiple times, its effects stack.

Pain Release:
This requires the Vampiric Strike ability to take. It allows you to store up damage healed through using the Vampiric Strike ability and release it in one attack. You can store up to 25 points of damage in your zanpakutou, as a standard action you may make a single touch attack that does just the stored damage upon hitting. If you fail to hit, the attack is not wasted. You do not have to release all of the damage at once, you may release as much as you desire when using the attack. You may take this ability multiple times, each time increases the limit by 25. Damage is stored for one day per time this ability is taken.

Drain Vitality:
You may make a single attack which is a full round action that if hits requires a fort save(DC 15 + current level + number of blood abilities) that allows you to drain 2 points of constitution from your target and restore your own. For every additional 5 points the DC was failed by you drain another 1 more point of constitution damage. This is constitution damage not constitution drain.

Blood Enhancement:
This allows you to use your blood-based abilities in conjunction with other zanpakutou type abilities, such as projectile or summon.

BONE TYPE

Create Bone: You may transmute 50lbs of dirt, clay or stone into 25lbs of Bones. This is done as a full round action that does not provoke an attack of opportunity. You may take this multiple times to increase the function of this by 25lbs per 50lbs converted. 25lbs of Bone takes up one five foot square of space.

Animate Bone: You may, as a standard action, animate 25lbs of bone. This functions as a medium summoned creature with hit points equal to 1/5 your own (Rounded up), your skills to attack and defenses. The skeleton uses your physical statistics, but has an Intelligence, Wisdom and Charisma of 10. An animated skeleton has a natural armor bonus of +2. It is treated as a being of 1/5 your level for damage reduction. An Animated Skeleton has two Claw attacks that deal 1d6 base weapon damage modified for unarmed strike ranks.

Improved Animate Bone:Requires Animate Bone to take. You may have more than one skeleton at a time. Each requires 25lbs of Bone to animate. When you animate bone, you may choose to do so in a radius of 20 feet around you. Each 25lbs of bone becomes a skeleton. You may take this multiple times to increase the radius by 20 feet.

Greater Skeleton: You may use an additional 25lbs of bone to create a large skeleton incurring all the penalties and benefits of that size (Including extra hit points if you have the blooded feat). You may take this multiple times to increase the size of the skeleton by one size, but it takes 25lbs more bone to create the skeleton. The maximum size of the skeleton you may create is colossal.

Superior Animate Bone: Requires Animate Bone to take. You may take this to increase the natural armor bonus of your Skeletons by +2, increase it's damage reduction by 1/5 yours or increase it's hit points by 1/5 yours (rounded up). You may take this multiple times it's effects stack where necessary. You may not gain more than 100% of your hit points or damage reduction with this ability.

Armed Skeleton: You may arm your skeletons with a copy of your sealed Zanpakutou. It does your base weapon damage modified for your weapon attack ranks.

Improved Armed Skeleton: Requires Armed Skeleton to take. You may designate a number of Shikai abilities equal to your Spellscore modifier from your zanpautou that the skeleton may be allowed to use itself. A Skeleton may not animate skeletons or summon anything with this copy of your Zanpakutou.

Bone Wall: Using 100lbs of bone, you may make a wall of bone that impedes the movement of your enemies as a standard action. The wall of bone is 10 feet high, 50 feet wide, and 1 feet thick. Your wall has a hardness of 5 and 120hit points. There are holes in the wall that allow creatures of medium size or smaller to squeeze through, though those that go through take 4d8 damage for doing so. You may take this multiple times to increase one diameter of the wall besides thickness by 10 feet, increase the thickness by 1 foot (adding 120hit points), or to increase the damage by 1d8

Bone Spurs: You may make movement difficult for your opponents by manipulating their bones to produce painful bone spurs in their legs. As a standard action you force a fortitude save (Constitution based) to a target within medium (100ft + 10ft per level) range. They must make the save or have their speed halved. You may take this multiple times, each time it deals 1d6 damage to your opponent when they fail the save that overcomes damage reduction.

Improved Bone Spurs: Requires Bone Spurs to take. Your target's speed is 1/3 their normal instead of 1/2. They are also effected by the slow spell if they fail the fortitude save as bone spurs erupt all over their body.

Bone Lance: You may, as an attack action, make 25lbs of bone leap at a target within close range (25ft + 5ft per 2 levels). This is a ranged touch attack that deals 4d8 damage to the target. You may take this multiple times to increase the damage dealt by 1d8.

Improved Bone Lance: Your Bone Lance's range is increased to Medium. This may be taken a second time to increase the range to long.

Bone Storm: Requires Bone Lance to take. You may use 100 lbs of bone to make a Bone Lance attack against all opponents within 20 feet of you. You may take this multiple times to increase the radius by 10 feet. Each time this is taken, it requires 25 more lbs of bone.

Weapon of Bone: You may use 25lbs of bone to coat your Zanpakutou and create a massive hammer of bone that deals 1d8 base damage and has a +1 enhancement bonus per attack you can make in a round. You are proficient with the use of this hammer.

Improved Weapon of Bone: Requires Weapon of Bone to take. You may use 50lbs of bone to create an even more massive hammer that deals 2d8 base damage and has a +2 enhancement bonus per attack you can make in a round. You are proficient with the use of this hammer. You take a -2 penalty to attack rolls when using this hammer unless you have the Monkey Grip feat in which case the penalty is eliminated.

Superior Weapon of Bone: Requires Improved Weapon of Bone to take. You may use 100lbs of bone to create an even more massive hammer that deals 3d8 base damage and has a +3 enhancement bonus per attack you can make in a round. You are proficient with the use of this hammer. You take a -4 penalty to attack rolls when using this hammer unless you have the Monkey Grip feat in which case it is reduced to -2.

Mantle of Bone: This creates a suit of armor made out of bone using 25lbs of bone. This suit grants you (4 + 1/2 Level) to Defense has a max dexterity bonus of +3 and an Armor Check Penalty of -3.

Improved Mantle of Bone: Requires Mantle of Bone to take. This uses 50lbs of bone and creates a suit of armor exactly as Mantle of Bone but has Moderate Fortification.

Greater Mantle of Bone: Requires Improved Mantle of Bone to take. This uses 75lbs of bone and creates a suit of armor exactly as Mantle of Bone but has Heavy Fortification.

Bone Claws: You can cause bone claws to grow from your hands gaining two claw attacks that deal 1d6 damage + 1d6 damage for every five ranks in unarmed strike you have over 1.

Bone Spikes: Requires Bone Claws to take. You can sprout bone spikes from your body. Anyone grappling you or attacking you without a weapon takes 2d6 damage that ignores damage reduction per turn or per attack depending on what's happening. You can take this again to add 1d6.

Bone Spike Fire: Requires Bone Spikes to take. You can fire off the spines you grow from your body in a 20 foot burst dealing 4d6 damage to all creatures within the area. This causes you 1d6 damage that overcomes damage reduction to you. This may be taken multiple times to increase the damage by 2d6. Each 4d6 this is increased by deals you another 1d6 damage.

Bone Puppet: Requires 5 other Bone type abilities to take. With a touch attack, you take control of someone else's bones, making them do and act the way you want them to physically. Mentally they are still themselves and can use mental abilities to their fullest and can talk. At the onset of this ability the victim is entitled to a Fortitude save (Constitution Based) to negate the effects. Should they fail, they are entitled to another Fortitude Save every round to negate the effects of this ability. Someone that makes the save cannot be effected again for 24 hours. While someone is your Bone Puppet, they use your modifiers for attacks and defenses except fortitude and will which they retain for themselves.

Improved Bone Puppet: Requires Bone Puppet to take. Your bone puppet becomes a close ranged (25ft + 5ft /2 levels) touch attack.

COURAGE TYPE

Harm's Way: While your Zanpakutou is active, you may designate a target to be your charge. At any time you may move to intercept attacks that are directed at your target, and are not area effects, as long as you are adjacent to your charge. This may be done as an immediate action, and the attack automatically hits you dealing damage to you equal to what your charge would have taken. Your Damage Reduction and Energy Resistances apply.

Improved Harm's Way: Requires Harm's Way to take. When you intercept an attack for your charge, you may do so from 10 feet away. You may take this multiple times, each time you may add 5 feet to the distance you may be from your charge.

Advanced Harm's Way: Requires Improved Harm's Way to take. While you have a charge, you gain Fast Healing 5. You may take this more than once to increase the Fast Healing by 1 each time.

Greater Harm's Way: Requires Advanced Harm's Way to take. When you intercept an attack for your charge, you only take half damage from the attack that you intercepted.

Superior Harm's Way: Requires Greater Harm's Way to take. You may take the brunt of an area effect attack that your charge is a part of. Your charge acts as if they have Improved Flash Step Evasion, and you automatically fail the saving throw to avoid damage from the attack.

Perfect Harm's Way: Requires Superior Harm's Way to take. If you take damage from an attack for your charge, you deal an extra 3d6 untyped damage on subsequent rounds against the being that harmed you.

The Greatest Fear: While your Zanpakutou is released, you gain a +10 bonus to will saves versus fear effects. This also provides a +10 bonus against soul crushing.

Improved Greatest Fear: Requires The Greatest Fear to take.While your Zanpakutou is released, you grant all allies within 30 feet of you a +4 bonus versus fear effects. This may be taken multiple times to increase the bonus granted by 1 or the number of feet they can be away from you by 10 feet.

Mettle: Requires 5 other Courage type abilities to take. While your Zanpakutou is released, you are more resistant to magical effects. If you make a Fortitude or Will saving throw versus an effect that has a lesser effect on a successful save (such as Fortitude Half, or Will Partial), you instead negate the effect. If you are unconscious or asleep you do not gain the benefits of this ability.

Gift of the Martyr: You may activate or deactivate this effect as a swift action that does not provoke an attack of opportunity. You take half the hit point damage one chosen ally would take for the duration you have this effect activated. You may take this multiple times to allow yourself to take damage for an additional ally each time.

Zest for Life: Requires 3 Courage type abilities to take. You have a 20% chance to stabilize each round if reduced below zero hit points. You may take this multiple times to increase the bonus to the chance to stabilize by 10%. This is active even if your Zanpakutou is in it's sealed state.

True Zeal: While you have a charge, you gain a bonus on saving throws versus magical, spell-like and supernatural abilities equal to your charisma modifier. You may take this multiple times to increase this bonus by 1 each time.

Perseverance: When you take damage as a result as a physical attack, you gain your spellscore modifier as a bonus to your damage reduction on the next round of combat. If you are hit by an energy attack, you instead gain your spellscore modifier x 5 as resistance to that energy type on the next round of combat. These bonuses last till the end of your next turn. Taking damage once again will reset this timer. If you are damaged by both energy and physical damage in the same attack, you must choose which bonus to gain. You only gain the bonus if you actually take damage from an attack. Damage stopped by your Damage Reduction or Energy Resistances do not count towards this ability.

Improved Perseverance: Requires Perseverance to take. Instead of having to choose which type of resistance to gain, you gain both types of resistances. (IE If you are hit by energy and physical damage in the same attack, you would gain the resistance to both of them at the same time instead of having to choose which to take.)

Improved Saving Throws: You may make a save regardless of condition.

Improved Mettle: Requires Mettle to take. When you fail a saving throw, instead of the normal effect, you take the partial effect if there is one. If there is no partial effect you take the full effect. A passed save still negates the partial effect.

DARKNESS TYPE

"No matter how skilled you are, the tinge of fear created from suddenly losing all light will prevent you from capturing me."
--Tousen Kaname, Former 9th Division Captain

Darkvision:
This ability bestows Darkvision on its wielder whenever the zanpakutou is released. This ability may be taken multiple times, each time allows your darkvision to pierce stronger darkness effects, specifically those created by the Darkness Zanpakutou ability. Each time this is taken, it cancels out one level of Darkness taken by an opponent.

Bestow Darkvision:
This requires Darkvision to take. This allows you to bestow Darkvision on your allies. Bestowing Darkvision is a Swift Action that does not provoke an attack of opportunity, and it lasts until you reseal your zanpakutou. This cancels out the same amount of darkness that your darkvision would cancel out. (IE if you had Darkvision 3 times, your allies are also considered to have Darkvision 3 times when they receive the darkvision from you.)

Darkness:
The zanpakutou emits an inky darkness that obscures everything within a 20-foot radius as per the effects of the Darkness spell, except that it does not dispel magical light. This ability may be taken multiple times, each time allows it to dispel one step of the Illumination zanpakutou ability and either increases the miss chance provided by concealment by 10% or increases the radius by 10 feet. You may activate or suppress this ability as a free action. You may see in your own darkness. Light effects that cannot completely dispel the darkness can still reduce the miss chance by 10% for each step.

Darkness of the Mind
Requires Darkness to take. Your Darkness deadens another of the five senses available to a character. When this is chosen, choose an additional sense besides sight. While your darkness is manifested, all targets within must make a will saving throw (Constitution Based) or lose the chosen sense. You may chose this for each of the four remaining senses. Targets within your darkness make saves for each sense that is blocked besides sight.

Darkness of the Soul
Requires Darkness to take. While your Darkness is active, you may deaden the ability of a character to sense reiatsu. Each time this is taken add +5 to the DC to sense your Reiatsu. This stacks with feats and abilities that already deaden your opponent's ability to sense your reiatsu such as the Shrouded Reiatsu feat.

Bestow Darkness: This requires Darkness to take. It allows you to bestow your Darkness effect on an unattended or willing target as a swift action. The target is shrouded in darkness for 1 round/character level. You may take this ability multiple times, each time increases the duration by five rounds or allows you to target either attended objects or unwilling targets. They are allowed a will save (constitution based) to negate the effect.

Cloud Vision:
You create a black film over a target's eyes, blinding them. As a standard action, you may target a creature. They must succeed a reflex save (constitution based) or be blinded for 1 round/character level. You may take this ability multiple times, each time either increases the effect by 5 feet (effectively making it a burst effect) or increasing the save DC by 1.

Swift Cloud Vision:
This requires Cloud Vision to take. You may manifest your Cloud Vision ability as a swift action.

Black Tentacles:
This requires three darkness type abilities to take. This creates a field of black tentacles that spring up from whatever surface is being stood upon, even the thin air itself. This creates a 20 foot burst around the user. All targets within the burst save the user must make a grapple check versus the tentacles or be grappled. The grapple check of the tentacles is equal to your ranks in Weapon Attack + 4 for a strength score of 18. You may take this multiple times. Each time you do, increase the area by 5 feet or the strength of the tentacles by +2. The Black Tentacles last for 1 round/character level before they must be manifested again.

Sleep:
This allows you to attempt to put a target to sleep as a standard action. It functions identically to the Sleep spell, except that it effects targets equal to 3/4 your hit die (rounded down) and the Will save is constitution based. You may take this ability multiple times, each time increases the hit die it can effect by one or increases the save DC by one.

Cloak of Shadows:
Requires 2 Darkness abilities to take. As a move action as long as your character is within 10 feet of a shadow other than his own he can gain a +2 deflection bonus to defense rolls and opponents take a 10% miss chance. The ability lasts until dismissed or the zanpakutou is sealed or by an illumination effect taken 4 times or more. You can take the ability up to 4 times each time increases the miss chance by 10% and the bonus to Defense by 1. It can also be taken multiple times to counter illumination's ability to counter this by 1 time taken.

Shadow Meld:
Requires Cloak of Shadows to take. So long as you are within 10 feet of a shadow other than your own, you may attempt a hide check as if you had cover or concealment. The check is made as a move action rather than a standard action.

Shadow Bind:
Requires 4 other darkness type abilities to take. As a standard action you may attempt to attack the target's shadow making a ranged touch attack so long as they are within close range. A target's shadow's defense roll against this ability, uses their ability bonus to defense, insight

bonuses and deflection bonuses all other bonuses are negated when calculating the target shadow's defense. If you make the ranged touch attack, the target has to make a will save with a DC (Intelligence Based + 1 per 2 Darkness Type abilities you possess). If they fail the save they are Stunned for 2 rounds. In addition to the normal condition of stunned, the target cannot move more than 15 feet from the space the target's shadow was attacked in for the duration of the stun effect. The ability can be taken multiple times. The second time it's taken if the target passes it's save it is dazed for 1 round or if they fail they are stunned for 4 rounds. If the ability is taken a third time, the target who passes their save is stunned for a round and a target that fails their save is paralyzed for 2 rounds instead, you can choose to have them be stunned at your option. If you take it the fourth and final time, a target who passes their save is paralyzed for 1 round and a target that fails their save is immobilized for 2 rounds or paralyzed for 3 rounds or stunned for 1d8 rounds.

Soul Puppet:
It requires to paralyze targets with Shadow Bind. Against a target that is paralyzed or immobilized, you may attempt a ranged touch attack against their shadow. If you succeed, the target must make a will save DC (15 + character level + Intelligence Modifier + 1 per 2 darkness type abilities you possess). If they fail the character's action are under your control for the next 3 rounds. The ability can be taken multiple times, each time increases the number of rounds by 1 and the effect can last longer than the target is paralyzed or immobilized for. Any character under your control with this effect has access to all their normal abilities that your character is aware of and can be manipulated regardless of distance from the user for the duration. If the target enters an area that the user doesn't gain sensory information from, they use the target's senses for it.

Shadow Hand:
You can make an attack with your Zanpakutou at a range of close as a standard action with this ability. Doing so removes your ability modifiers and any other bonuses save for precision bonuses to damage calculation. You still use your weapon attack roll to determine hits. This ability may be taken a second time to allow you to make this as a full attack action. May be taken a third time to use it against all targets within 15 feet of the user. You only gain one attack per target with the 15 foot burst option.

Shadow Step:
Requires 6 other darkness type abilities to take. You may enter any shadow you can see besides your own and teleport any distance to another shadow on the same plane of existence. You need not be familiar with the shadow you are teleporting to. You may take this ability a second time to take others with you. When taking creatures with you, you may take up to your level in medium or smaller creatures. You may take creatures larger than Medium, but Large creatures count as two medium creatures, Huge creatures count as four medium creatures, Gargantuan creatures count as eight medium creatures and Colossal creatures count as sixteen medium sized creatures.

Nightmare
Requires Sleep and three other darkness type abilities. The Shinigami can stir the minds of their sleeping victims into vicious dreams, infused with enough spiritual energy to make every dreamt cut and bruise real enough to kill. Victim of your deep sleep suffer 1d10 damage at the start of each round, so long as they remain asleep. This ability may be taken multiple times. Each time increases the damage by 1d10, To a max of 4d10. This damage does not wake the subject of the ability.

DEATH TYPE

Gravetouched Weapon: As a move action you add 2d6 negative energy damage to your weapon attack.

Greater Gravetouched Weapon: Requires Gravetouched Weapon to take. Your negative energy damage increases by +2d6

Superior Gravetouched Weapon: Requires Greater Gravetouched Weapon to take. Your negatvive energy damage increases by +2d6

Swift Gravetouched Weapon: Requires Gravetouched Weapon to take. You may release your gravetouched weapon as a swift action

Grave Weapon: As a Move action you may change your entire Zanpakutou to a shard of Negative Energy. All damage dealt by your Zanpakutou is negative energy (Unless you have extra damage from another source, in which that damage remains the same.) This stacks with Gravetouched Weapon.

Grave Form: Choose an attack, all of the damage from that attack does negative energy damage.

Ghost Edge Weapon: Your Zanpakutou gains the ghost touch quality.

Undead Apotheosis: While your Zanpakutou is released, you gain undead traits.

Wraith Touch: Once per round you may resolve one of your attacks as a touch attack. You may take this more than once up to a maximum of the number of attacks you can make in a round.

Wraith Form: While your Zanpakutou is released, you gain the incorporeal subtype and a fly speed of 60 feet with perfect maneuverability.

Corpse Explosion: As a standard action, you can target one dead or undead creature within close range. The creature explodes, requiring everyone within 20 feet to make a reflex save or take negative energy damage equal to your base zanpakutou damage. You may take this ability more than once. Each time adds 1d6 to the damage or ten feet to the radius or +2 to the save DC.

Negative Energy Acclimation: You gain resistance to Negative Energy 10. You may take this multiple times to gain +10 Negative Energy Resistance each time to a maximum of 50 resistance. Note that resistance to negative energy reduces healing gained from negative energy by the same amount.

Negative Energy Healing: As a free action you may choose to be healed by Negative Energy instead of Positive Energy. While you choose to be healed by Negative Energy, you are harmed by Positive Energy, but receive twice as much healing from negative energy as normal. Once you choose to be healed with Negative Energy, you must remain this way for 1d4+1 rounds after which time you may switch back to normal.

Dark Regeneration: While your Zanpakutou is released, you heal 1 hit point per round. If you damage someone with negative energy, you instead heal one half that damage that round. You may take this more than once to increase the normal healing by 1 hit point per round. This does not increase the healing if you damage someone with negative energy. You cannot heal more than your maximum hit points in this manner.

Improved Dark Regeneration: You now heal all the negative energy damage you deal in a round. You cannot heal more than your maximum hit points in this manner.

Heart of Darkness: In a round in which you kill an opponent, you regain 10% of your maximum hit points. This may be taken multiple times to increase the hit points gained by 10% to a maximum of 30%. You cannot heal more than your maximum hit points in this manner.

Consumptive Field: This requires 3 other Death Type abilities to take. Whenever a creature is destroyed within 100 feet of you, you gain 1d8 + Character Level (Max 10) temporary hit points. You may take this multiple times to either increase the area by 20 feet or the temporary hit points gained by 1d8.

Greater Consumptive Field: This requires Consumptive Field to take. Instead of when a creature is destroyed, Consumptive Field's effect triggers when you reduce a creature to negative hit points. If the creature is healed, and is again reduced to negative hit points, you gain this effect again.

Death Throes: When you are killed, all enemies within a 30 foot burst of you take 1d8 damage per level you are. This destroys your body preventing most forms of resurrection.

Improved Death Throes: Your Death Throes deals d10s of damage, and does not destroy your body.

Death Armor: The black flames originating from this ability injure creatures that contact them. Any creature striking you with it's body or handheld weapon takes 1d4 points of negative energy damage + 1 per 2 levels. Weapons with the reach quality do not endanger their wielders. You may take this multiple times to increase the damage by 1d4.

Positive Energy Acclimation: You gain resistance to positive energy 10. You may take this multiple times to increase the resistance by 10 each time to a maximum of 50 resistance. Note that resistance to positive energy reduces any healing gained by the same amount unless you can be healed by negative energy.

DISTORTION TYPE

Distortion: This allows you to gain further abilities from the distortion type zanpakutou list and gives you a +2 bonus on Defense and Reflex Saves

Improved Distortion: This requires Distortion to take. This allows you as a full round action to choose a target within 25'. The target must make a will save (Charisma Based) or have a 50% miss chance on their turn for 3 turns.

Greater Distortion: This requires Improved Distortion to take. Choose your distortion to gain +2 to the DC, +2 rounds, or +10'. May be taken more then once this stacks as aplicable.

Superior Distortion: This requires Improved Distortion to take. When you choose an opponent with your Distortion ability you may choose an extra one if one is in you range. May be taken more then once.

Perfect Distortion: Must have Distortion, Improved Distortion, Greater Distortion twice, and Superior Distortion. Instead of a 50% miss chance roll a dice on a 1 the target hits the right space. The die starts at a d4. This ability may be taken more then once each time the die size is increased (d6, then d8, then d10 max d12)

Microcosm: Requires Distortion to take. As a standard action, target a single creature within close range they must make a will save. If they fail the subject sprawls limply, drooling and mewling and eventually dies of thirst and starvation without care. The subject lives within it's own made up world until the time of it's actual death. The creature is considered helpless for all effects. An effect that removes Feeblemindedness removes this effect on the target.

Improved Microcosom: Add +2 to the DC of your Microcosom. Can be taken multiple times to add +2 to the DC

Greater Microcosom: Requires Improved Microcosom taken 5+ times. Only high level effects can remove the effects of your microcosom (Perfect Reiatsu Healing Feat)

Back Biter: Requires Distortion to take. Using this ability is a standard action. You target one weapon held by an target. That weapon gains a will save (Charisma based). Should it fail it's save it attacks it's wielder automatically hitting dealing damage. You may take this multiple times to increase the DC of the will save by 1.

Improved Back Biter: Requires Back Biter. Your Back Biter affects all enemies within a 30 foot cone. This can be taken multiple times to increase the cone by 10 feet.

Greater Back Biter: Requires Improved Back Biter. Your Back Biter affects all enemies within a 20 foot burst from you. This can be taken multiple times to increase the burst radius by 10 feet.

Superior Back Biter: Requires Greater Back Biter. Your Back Biter effect forces a full attack action against the target instead of just one attack.

Distorted Strike: If your target is under the efffects of any of your Distortion type abilities, your Zanpakutou deals an extra 2d6 damage to that target.
Improved Distorted Strike: Requires Distorted Strike to take. This increases the damage dealt by Distorted Strike by 2d6 damage for a total of 4d6 damage

Superior Distorted Strike: Requires Improved Distorted Strike to take. This increases the damage dealt by Improved Distorted Strike by 2d6 damage for a total of 6d6 damage.

Distortion Resistance: Requires Distortion to take. You gain a resistance bonus to any saving throw versus reality being distorted (Any Will saving throw) of +3.

Improved Distortion Resistance: Requires Distortion Resistance to take. Your resistance bonus to will saving throws increases to +6.

Superior Distortion Resistance: Requires Improved Distortion Resistance to take. Your resistance bonus to will saving throws increases to +10.

Death Urge: As a standard action, you plant a hidden death-urge impulse in the subject's unconscious. The subject must be with in medium range (100ft + 10ft per level) of you. On the subject's next turn, If they fail a Will saving throw (Wisdom based), it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself. The subject takes a full round action to attack themselves once. The attack automatically succeeds and deals damage as a critical hit. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon. You may take this multiple times, each time taken increases the DC of the save by 1 or increase the number of attacks against itself by 1 up to their maximum number of attacks in a round.

Concealing Amorpha: Using concealing amorpha, you weave a quasi-real membrane around yourself. You become invisible to one target's sight. You may take this ability more than once to add an additional sense to the list of senses you become invisible to.

Greater Concealing Amorpha: Requires Concealing Amorpha to take. As concealing amorpha, except the quasi-real membrane so distorts your image and actual position that you can effect an additional target with this ability. This may be taken multiple times, each time adds an additional target of your Concealing Amorpha

DRAGON TYPE

NOTE: Attacks in this type do not gain extra attacks through unarmed strike ranks. What you see is what you get.

Dragonshape: You gain the ability to take the form of a dragon. You remain medium sized, and gain a +4 to Strength, Constitution and Charisma. You gain 2 claws and 1 bite attack that deal 1d6 Damage + 1d6 damage per 5 ranks you have in Unarmed Strike above 1. Claw attacks are secondary attacks. While you are in Dragonshape your Zanpakutou is unusable.

Improved Dragonshape: Requires Dragonshape to take. While in Dragonshape, you gain 2 Wing Buffet attacks as secondary attacks that deal 1d6 damage + 1d6 damage per 5 ranks you have in Unarmed strike above 1. This gives you a fly speed equal to twice your land speed with clumsy maneuverability. You may take this multiple times to increase the maneuverability by one step.

Greater Dragonshape: Requires Improved Dragonshape to take. When entering Dragonshape, you grow one size category gaining benefits and penalties as appropriate. You may take this multiple times to grow an additional size category each time. You cannot become larger than Colossal using this ability. Moving up a size category does not change the damage you deal with your natural weapons.

Superior Dragonshape: Requires Greater Dragonshape to take. While in Dragonshape, you gain a Tail Slap attack that deals 1d6 damage + 1d6 damage per 5 ranks in Unarmed Strike you have above 1.

Advanced Dragonshape: Requires Greater Dragonshape taken twice to take. While in Dragonshape, you gain a Crush attack that deals 1d6 damage + 1d6 damage per 5 ranks in unarmed strike you have above 1.

Sweeping Dragonshape: Requires Greater Dragonshape taken three times to take. While in Dragonshape, you gain a Tail Sweep attack that deals 1d6 damage + 1d6 damage per 5 ranks in Unarmed Strike you have beyond 1.

Dragontype: You gain the Dragon type while your Zanpakutou is released.

Stronger Dragon: Your Dragonshape grants you an additional +2 to Strength, Constitution and Charisma. You may take this multiple times to increase this bonus by +2.

Breath Weapon: Requires Dragonshape to take. Choose one element (Fire, Cold, Electricity, Acid, Sonic, Force, Water, Psychic or Negative). You gain a breath weapon that may be used once every 1d4+1 rounds while in Dragonshape. This deals 2d6 elemental damage. When you take this ability, choose either a 30 ft Cone or a 60 ft Line. The Breath Weapon takes that shape. The shape cannot be later changed. This may be taken multiple times to increase the damage by 2d6 damage or the area by 10 feet. The DC of your Breath Weapon is Constitution Based.

Elemental Immunity: Requires Breath Weapon to take. You gain Resistance 10 to the element you chose with Breath Weapon. You may choose this multiple times to increase this resistance by 10.

Elemental Infusion: Requires Breath Weapon to take. You gain a bonus to damage equal to 2d6 of the element you chose with Breath Weapon to your natural attacks. You may choose this multiple times to increase the damage by 1d6 of the same element to a maximum of 6d6 damage.

Status Breath: Requires Breath Weapon to take. You gain a second Breath weapon that inflicts 1 of the following status effects: Slow, Nauseated, Stunned or Sleep. The DC for this breath weapon, like Breath Weapon is also Constitution Based. You may use this breath weapon every 1d4+1 rounds.

Frightful Presence: Requires Dragonshape to take. While you are in Dragonshape you have Frightful Presence as the feat as a bonus feat regardless of prerequisites.

Blindsense: Requires Dragonshape to take. While you are in your Dragonshape you gain Blindsense out to 30 feet. You may take this multiple times to increase the area by 10 feet.

Natural Armor: Requires Dragonshape to take. While in your Dragonshape, you gain +2 Natural Armor. You may take this multiple times to gain +2 Natural Armor each time.

Kido Resistance: You gain a +2 bonus to saving throws and defense versus Kido while in Dragonshape. You may take this multiple times to add +2 each time this is taken.

Improved Frightful Presence: Requires Frightful Presence to take. Your Dragonshape Frightful Presence now effects any enemy regardless of hit dice.

Improved Breath Weapon: Requires Breath Weapon to take. Your breath weapon's damage increases to d8's of damage. This may be taken one more, increasing the damage to d10's.

Greater Breath Weapon: Requires Breath Weapon to take. Your breath weapon's DC increases by +2. You can take this multiple times to increase the DC by a further +1 each time this is taken

EARTH TYPE

"Crush Them! Gegetsuburi!"
--Oomaeda Marechiyo, 2nd Division Lieutenant

Earth-Type zanpakutou can excrete powerful acids and shatter the ground to create different effects.

Acid Blade:
This changes the form of the zanpakutou's blade into condensed and solidified acid, causing it to inflict acid damage. Corrosive Blade may still be used in conjunction with Acid Blade.

Acid Form:
This changes the form of the zanpakutou's attacks, changing them to condensed and solidified acid. For example, Projectile-based Zanpakutou will now do acid damage, whereas Summon-based Zanpakutou will gain the Acid subtype and do acid damage. Corrosive Blade may still be used in conjunction with Acid Form.

Corrosive Blade:
This allows you to coat your zanpakutou with corrosive acid. As a move-equivalent action, you can coat your zanpakutou with acid, giving it an additional 2d6 acid damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Corrosive Blade:
This requires Corrosive Blade to take. It grants an additional 2d6 acid damage when manifesting Corrosive Blade, for a total of 4d6.

Superior Corrosive Blade:This requires Corrosive Blade and Greater Corrosive Blade to take. It grants an additional 2d6 acid damage when manifesting Greater Corrosive Blade, for a total of 6d6.

Swift Corrosive Blade:
This requires Corrosive Blade to take. It allows you to manifest your Corrosive Blade as a Swift Action.

One Ton Hammer
Your zanpakuto takes on a much heavier form, the blade comprised of heavy stone. Your zanpakuto deals bludgeoning damage. It deals 2d6 extra damage.

Two Ton Hammer
Requires One-ton hammer and one other earth ability to take. As a move-equivalent action, your gather more earth around your blade, increasing the weight and destructive force. your melee attacks deal an extra 3d6 damage, and ignore 5 points of damage reduction, but your base land speed is reduced by 5 feet, and you suffer a -2 penalty to your dexterity. It must be wielded in two hands

Ten Ton Hammer
Requires Two-ton hammer and one other earth ability to take. The bonus from your two ton hammer increases to 4d6 damage, and ignoring 10 points of damage reduction, but the penalties increase to -10 feet of movement speed, and -4 dexterity.

Lingering Acid:
This requires Corrosive Blade. It deals half the damage of your Zanpakutou at the beginning of the target's turn. This ability can be taken multiple times, each time makes the acid linger for an additional round.

Voracious Acid
This requires Corrosive Blade and Lingering Acid to take. When you hit with Acid Damage, the target's Defense is lowered by 2. This can be taken multiple times. Each time it is taken increase the Defense lowering by 2.

Acid Wave:
This requires Corossive Blade to take. This allows you to unleash a burst of acid in either a 60 foot line, a 30 ft cone or a 20 ft burst. The Acid deals damage equal to your corrosive blade (and improvements, if appropriate). Any creature in the area is entitled to a reflex save for half damage, (Spellscore Modifier Based). Any creature that fails it's reflex save is also effected with your Lingering Acid ability, if you possess it. Your corrosive blade does not need to be active to use this ability This may be taken multiple times. Each time adds 2d6 damage to the Acid Wave.

Acid Adaptation:
Every time you take this ability, you gain 10 resistance to acid, to a maximum of 50 for each after taking this ability five times.

Shattering Strike:
As a standard action, you can shatter an area of ground, making the terrain rough and hard to traverse. This ability shatters the earth in a 20 foot radius burst centered on you each time it is used. Passing through shattered earth requires a DC 10 balance check to avoid falling when moving through it. Shattering Strike may be taken multiple times, each time increases either the radius by 5 feet or the DC by 2. Using Shattering Strike in the same area a successive time has no effect beyond the initial effect. You may pass through shattered earth uninhibited.

Earthen Fortress:
This requires Shattering Strike. When standing on earth, stone, rock, or worked surfaces such as cobblestone or flagstone streets, the square or square that you occupy raises up into a 5-foot pillar, causing the squares adjacent to it to buckle and have the same effects as earth effected by your Shattering Strike.
You may take this ability multiple times, it either increases the height of the pillar by 5 feet or the radius effected by 5 feet. Every time you move, the pillar you were standing on sinks into the ground and another one rises up in its place. You may activate or suppress this ability as a free action.

Earthen Keep:
This requires Shattering Strike and Earthen Fortress to take. The pillars you create with Earthen Fortress do not sink back into the ground after you move away, but instead remain until otherwise changed. You may activate or suppress this ability as a free action.

Manipulate Earth:
This ability functions like the 2nd level spell Soften Earth and Stone, except that it also allows you to do the reverse, hardening the target as well. This ability may be taken multiple times, each time allows you to soften or harden a different aspect (stone/clay, wet earth/mud, dry earth/sand). Also, you may instead increase the amount of earth or stone you effect by 4 feet each time it is taken, or allow this ability to effect worked stone. Use your character level to determine caster level for determining range.

Move Earth:
This ability requires Manipulate Earth to take. It functions much like the 6th level spell Move Earth, allowing the zanpakutou's wielder to effect any aspect of the earth that they are allowed with the Manipulate Earth ability as per Move Earth's spell description. The amount of time it takes to change the terrain remains unchanged. You may take this ability multiple times, each time allows you to effect earth 10 feet deeper than normal. Use your character level to determine caster level for determining range.

Earthquake:
This requires Shattering Strike, Manipulate Earth and Move Earth to take. It functions as the 8th level spell earthquake. It can be taken multiple times, each time increases the radius by 5 feet. Use your character level to determine caster level for determining range.

Terra Diver: You gain a burrow speed equal to your land speed in soft dirt, sand, or clay.

Improved Terra Diver: This requires Terra Diver. You gain a burrow speed equal to twice your land speed in soft dirt, sand, or clay.

Greater Terra Diver: This requires Improved Terra Diver. When making a charge from a point underground, you gain +2 to hit. In additional, you gain tremorsense out to 5 feet. You can burrow through packed dirt and similar materials.

Superior Terra Diver: This requires Greater Terra Diver. When making a charge from underground, you no longer take AC penalties, and your tremorsense improves to 15ft. You can burrow through solid rock.

Perfect Terra Diver: This requires Greater Terra Diver. When making a charge from underground, you gain an additional 5 damage for each Earth ability you possess. Your tremorsense increases to 30ft, and your burrow speed improves to three times your land speed.

Blessing of the Earth:
This requires nine other Earth Type abilities to take. Instead of taking damage from acid, you heal from it on a three to one basis (IE if you were about to take 30 acid damage, you would instead heal 10 points of hit point damage).

Terra Cotta Soldier
Requires Manipulate Earth to take. As a standard action that provokes an attack of opportunity, you animate a medium sized chunk of stone into a Rank 2 Golem. This soldier lasts for a number of rounds equal to your spellscore modifier before crumbling to dust. Once you summon your soldier for the first time, it's Shikai picks are set in stone for any other time you summon your soldier. The cannot be changed with another summoning. You may take this multiple times to extend the golem's duration by 1 round.

Terra Cotta Lion
Requires Terra Cotta Soldier and Manipulate Earth to take. Soldier to take. As a standard action that provokes an attack of opportunity, you animate a huge sized chunk of stone into a Rank 4 Golem. This Terra Cotta Lion lasts for a number of rounds equal to half your Spellscore Modifier before crumbling to dust. Once you summon your lion for the first time, it's Shikai picks are set in stone for any other time you summon your lion. They cannot be changed with another summoning. You may take this multiple times to extend the golem's duration by 1 round.

Terra Cotta Army
Requires Terra Cotta Soldier and three other Earth Type abilities to take. You may summon multiple Soldiers. You must have at least a large quantity of stone to create the soldiers out of. You may create as many soldiers as you have stone to sculpt them from. 2 Soldiers come from a Large quantity of stone, 4 soldiers from a huge quantity, 8 soldiers from a gargantuan quantity and 16 soldiers from a Colossal quantity of stone. Instead of them being Rank 2 Golems however, they are instead rank 1 and all have the same Shikai Picks. Once you pick the shikai picks, they are set in stone. These soldiers last a number of rounds equal to your spellscore modifier before crumbling to dust. You may take this multiple times to increase the duration of the golems by 1 round.

Stone Dome:
Requires Manipulate Earth to take. You create a 10 by 10 foot dome of stone encompassing all within. The dome must be formed somewhere within medium range (100ft + 10ft/Level). The Dome is 6 inches thick (Meaning it has 90 Hit Points) and has a hardness of 8. It's burst DC of (15 + Level + Constitution Modifier). You may take this multiple times to either increase the area of the dome by 10 feet, the width by 2 inches or the DC of the Break DC by +2.

Earthen Spears:
Requires Shattering Strike and two other Earth type abilities. Anyone in the area of your Shattering Strike upon you using the ability, takes 2d6 points of damage (Doubled if you trip them). You may take this ability multiple times to increase the damage by 1d6 each time.

Earthgrip:
You bring forth an arm of pure earthen materials from the earth, mud, grass or sand around you. The arm itself must be within close range (25ft + 10ft/2 levels) and must target a creature. The arm itself is medium sized when created and automatically makes a grapple check that does not provoke an attack of opportunity against the target. The arm itself has a strength of 18. If a target is successfully grappled, the arm attempts to pin the target on the next round. If the target is successfully pinned, they take 1d6 + Strength Modifier damage every round until released. The arm lasts for as long as your Zanpakutou is released or until you release the victim. You may take this multiple times to increase the size of the hand by 1 size category to a maximum of colossal, allow it to be created from stone or increase the damage it deals by 2d6.

Double Earthgrip:
This requires Earthgrip to take. Instead of creating one arm to grapple the target, you create two arms. This increases the grapple check as if the arm were one size category larger than it is. If your arm was already colossal when this is taken, you gain a further +4 bonus to grapple checks. Also double the damage dealt if the target becomes pinned.

Faith in the Earth
Whenever the Shinigami deals acid damage, she increases the result of each dice of damage by one. For example, 5d6 acid damage would become 5d6+5 acid damage if she has this ability.

FAMINE TYPE

Dire Hunger: You target one opponent or ally as a standard action. They are allowed a will save (wisdom based) to resist the effect. If they fail the will save, they are consumed by maddening pangs of hunger and view all other beings but you as food for 3 + your wisdom modifier in rounds. They gain a bite attack that deals 1d6 damage + 1d6 damage per 5 ranks in Unarmed Strike they have above 1. The subject eschews all other attacks and focuses on their bite attack. They attack the nearest living creature to them regardless of relationship and will attack them till that being is dead or another creature moves closer to them. They won't lower their defenses, nor will they go into obviously deadly situations (such as through a massive fire, or over a pitfall.) to get to their targets, and will go after the next nearest target instead if they cannot get around the obstacle.

Improved Dire Hunger: Requires Dire Hunger to take. This improves the damage dice of the bite attack granted by Dire Hunger by one size category (d6 becomes d8s). You may take this ability twice, to make the bite attack use 2d6's per attack

Superior Dire Hunger: The target adds 1 and a half times their strength modifier to damage dealt with their bite attack. In addition they gain an additional bite attack at their highest base attack bonus during the duration of the maddening hunger.

Dehydrate: You squeeze the water out of a target. As a standard action, the target, a being withing medium range (100ft + 10 feet per character level), is subjected to a Fortitude save (Wisdom based) or suffer 1d4 points of constitution damage.

Improved Dehydrate: Your dehydration increases one die size (from d4 to d6). You may take this multiple times to increase the die size further as follows (d6, d8, d10, 2d6, 2d8, 2d10, 4d6, 4d8)

Superior Dehydrate: Your dehydration affects all targets within a 30 foot cone from you.

Consume Essence: You may take constitution damage to make a touch attack. The damage dealt by this touch attack is negative energy and deals 3d6 damage per point of constitution damaged. You may only make one such touch attack per round.

Improved Consume Essence: Requires Consume Essence to take. You may make an additional Consume Essence attack in a round. You may take this multiple times to make an additional melee touch attack per round up to your maximum number of attacks per round.

Consumption: Requires Dehydrate to take. You may absorb the constitution damage you deal with Dehydrate to heal your own constitution damage on a 2 for 1 basis (Therefore if you damage 4 points of constitution of a target, you heal 2 points of constitution)

Greater Consumption: Requires Consumption to take. You absorb the constitution damage you deal with Dehydrate on a one for one basis.

Water Extraction: If you kill a target with your Dehydrate ability, the victim explodes in a shower of water which then animates as a Rank 1 Golem as per the Technology Ability. You may take this ability multiple times to increase the rank of the summoned Golem by 1. This maxes out at rank 4. You may only choose Generic or Water type abilities for this Golem's Shikai abilities. You may not choose illusion abilities with this golem. You may only control one water elemental at one time.

Weather the Storm: You are immune to hunger and thirst as long as you are in possession of your Zanpakutou. This is in effect even if your Zanpakutou is sealed. This includes the Dire Hunger ability of the Famine Type.

Feast of the Winter Harvest: You bring forth a great feast, including a magnificent table, chairs, service, and food and drink for one creature per character level. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two character levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the effect is ruined and the bonuses are negated. You may take this multiple times to increase the number of temporary hit points by 1d8 +1 and the maximum of the Temporary hit points by +10.

Enhanced Consumption: Requires Dehydrate to take. Whenever you deal damage with your dehydrate ability, you gain that damage x 10 in Reiatsu returned to your pool. You cannot go above your maximum reiatsu in this way. You may take this multiple times to increase the multiple gained by 5. (IE Taking this twice would garner you damage x 15)

Advanced Consumption: Requires Dehydrate and Enhanced Consumption to take. You may now go above your maximum Reiatsu pool with your Enhanced Consumption. The maximum you can hold is one and a half times your Reiatsu Score. Extra Reiatsu bleeds off at a rate of 10 points per round.

FIRE TYPE

"All things of this world, turn to ashes. Ryuujin Jakka!"
--Yamamoto-Genryuusai Shigekuni, 1st Division Commander-General

Fire-type zanpakutou employ blazing heat and scorching flame to devastate their targets.

Fire Blade:
This changes the form of the zanpakutou's blade into fire, causing it to inflict fire damage. Flame Blade may still be used in conjunction with Fire Blade.

Fire Form:
This changes the form of the zanpakutou's attacks, changing them to fire. For example, Projectile-based Zanpakutou will now do fire damage, whereas Summon-based Zanpakutou will gain the Fire subtype and do fire damage. Flame Blade may still be used in conjunction with Fire Form.

Flame Blade:
This allows you to charge your zanpakutou with roaring flame, creating an aura of fire around it that burns your foes. As a move-equivalent action, you can charge your zanpakutou with flame, giving it an additional 2d6 fire damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Flame Blade:
This requires Flame Blade to take. It grants an additional 2d6 fire damage when manifesting Flame Blade, for a total of 4d6.

Superior Flame Blade:
This requires Flame Blade and Greater Flame Blade to take. It grants an additional 2d6 fire damage when manifesting Greater Flame Blade, for a total of 6d6.

Swift Flame Blade:
This requires Flame Blade to take. It allows you to manifest your Flame Blade as a Swift Action.

Fire Shield:
This ability functions identically to the 4th level spell of the same name, and can manifest as a Standard Action. The effects of this shield are always as the Warm Fire Shield. Character level is equivalent to caster level for purposes of extra damage. This can be taken multiple times, each expands the fire shield in increments of a 5-foot burst (three times increases it to a 10-foot burst, four times to a 15-foot burst, and so on). Anybody other than you standing within the fire shield takes the damage automatically. Alternately, taking this skill multiple times can allow the Fire Shield to set whatever ground it touches ablaze. Advancing the Fire Shield in this manner functions identically to the igniting touch ability.

Swift Fire Shield:
This requires Fire Shield to take. It allows you to manifest your Fire Shield as a Move Action. Taking it again allows you to manifest your Fire Shield as a Swift Action.

Igniting Touch:
This requires either Flame Blade or Fire Blade to use and only functions when one of those abilities is currently active. It allows your zanpakutou to set flammable targets ablaze. When it comes in contact with anything flammable (successful attacks count as contact for such purposes) such as clothing or wood, the target is set ablaze. Attended objects or people are allowed a Reflex save DC (Constitution Based)to avoid catching fire. The fire lasts for a number of rounds equal to your constitution modifier+3, with a 1-round minimum. Catching fire deals 2d6 damage per round. This can be taken multiple times, it can have one of several effects. The first effect is to increase the amount of fire damage taken by 1d6. The second effect is it allows you to ignite nonflammable materials, although the damage nonflammable materials deal is reduced by 1d6, to a minimum of 1d6 damage. The third effect is to increase the Reflex save DC by 1 and the duration by 1.
You are immune to the effects of any flame created by the zanpakutou.

Fire Adaptation:
Every time you take this ability, you gain 10 resistance to either fire or cold, to a maximum of 30 for each after taking this ability six times. This ability cannot be used with the Twin Zanpakutou Mastery feat, and it overlaps (does not stack) with resistances from the Cold Adaptation zanpakutou ability.

Cauterize Wounds:
This allows you to cauterize your wounds with your fire, preventing you from bleeding.As a standard action, it allows you to convert 2d6 points of damage into nonlethal damage. You may take this ability multiple times, each one increases the amount of damage converted by 1d6, to a maximum of 10d6.

Heat Shimmer:
You can grant yourself a 20% miss chance as a standard action that lasts 3 + Spellscore Modifier rounds before it needs to be activated again. You may take this three more times to increase the granted miss chance by 10% each time.

Heat of the Desert:
By exuding massive quantities of heat, you can fatigue your enemies by sheer force of will. This is a full-round action that does not provoke an attack of opportunity. All living or spirit creatures within 20 feet of you must make a fortitude save (Constitution Based) or immediately be fatigued. This may be taken multiple times to increase the area by 10 feet.

Improved Heat of the Desert:
Requires Heat of the Desert to take. Your fatigue becomes exhaustion if the victims fail a fortitude save (Constitution based).

Shared Spark:
You may share your Zanpakutou's flames with others. Choose up to one ally per time you take this ability. Their racial weapon deals additional fire damage equal to one half your Flame Blade's base damage (2d6 becomes 1d6).

Greater Heat of the Desert:
Requires Heat of the Desert to take. Your Heat of the Desert becomes a static bubble around you of heat that lasts for 3 + Spellscore Modifier in rounds before it must be reactivated. Activating this ability is a standard action that does not provoke an attack of opportunity. Those within the bubble must make a fortitude save (Constitution Based) each round or take 2d6 non-lethal damage. You may take this multiple times to increase the non-lethal damage by 1d6. No matter how long someone spends in the bubble, they only need to make their fortitude save versus fatigue/exhaustion once per application of the bubble.

Blessing of the Sun:
This requires nine other Fire Type abilities to take. Instead of taking damage from Fire, you heal from it on a three to one basis (IE if you were about to take 30 fire damage, you would instead heal 10 points of hit point damage).

Heated Plasma:
You create a miniature sun on the end of your sword and send it out to supernova at your choice. The supernova deals Half Fire and Half Force damage in a radius of 20 feet within medium range and forces a reflex save (Constitution Based) or the victims catch fire. The explosion deals 3d6 damage to those within 20 feet of the explosion, 2d6 damage to those between 21 feet and 30 feet, and 1d6 damage to those 31 feet to 40 feet. The supernova ignores the hardness of objects up to 8. You may take this multiple times to increase the initial radius by 10 feet and the secondary radius by 5 feet each or to increase the save DC by 1 or to increase all three damages by 1d6.

Improved Heated Plasma:
Requires Heated Plasma to take. Your Heated Plasma is now a Long Range Attack and deals d8s of damage. Also the explosion deals double damage to objects and ignores hardness up to 15.

Form of Fire:
This requires Igniting Touch and Fire Adaptation taken at least three times to take. You become living fire as a standard action that does not provoke an attack of opportunity. Your Fire Form lasts for 3 + Spellscore Modifier in rounds before it has to be activated again after a 1d4 + 1 round cool down. While in fire form you can make unarmed strikes as if you had the Supersonic Strike feat. You do not benefit from Supersonic Strike twice if you have it already. All damage you deal in Fire Form is fire damage. You unfortunately take double damage from cold attacks while in fire form though existing resistances to cold still count against the initial damage before it is doubled (IE If you were going to take 30 points of Cold Damage and you have resistance 20 Cold, you would take 20 cold damage as your resistance would account for all but 10 points of initial damage). If you have Flame Blade and it's superiors, you may use the while in this form on your unarmed strikes.

Improved Form of Fire:
Requires Fire Form to take. You no longer take double damage from Cold attacks while in Fire Form.

Second Degree Burns:
This requires three Fire Type abilities to take. Fire damage you deal heals at one half the normal rate. This also means that any healing dealt to the fire damage you deal is halved.

Third Degree Burns
This requires five fire type abilities to take. Fire damage you deal heals at one third the normal rate. This also means that any healing dealt to the fire damage you deal is thirded.

Phoenix Fire
Requires 4 fire type abilities to take. You may, as a full round action, turn off all Fire Type abilities you have including passive ones. Should you do so, you heal 4d8+ Character Level (Maximum 20), hit points. You may take this multiple times to increase the healing by 1d8 or the extra healing maximum by 5.

Greater Form of Fire:
While in Form of Fire, you take one quarter damage from Fire attacks.

Faith in the flames
Whenever the user deals fire damage, she increases the result of each dice of damage by one. For example, 5d6 fire damage would become 5d6+5 fire damage if she has this ability.

GENERIC ABILITIES

"Is your speed the only thing that Bankai increases?"
--Grimmjaw Jaggerjack, Espada #6

These abilities are available to all zanpakutou, regardless of type. You cannot have a Specialized Generic Zanpakutou.

Ability Increase:
Increase one of your ability scores by +4 while your zanpakutou is released. This ability may be taken multiple times, its effects stack if necessary. For Constantly released Zanpakutou, this bonus must be activated as a swift action, and lasts until the end of the current encounter.

Speed:
This gives you an additional +10 to base land movement speed while your zanpakutou is released. It may be taken multiple times, its effects stack.

Improved Speed: This requires Speed. Each time you take this ability, your Flash Step gains a +5 bonus.

Greater Speed: This requires Improved Speed. As an immediate action, you may make a DC 10 Flash Step check to gain a +1 bonus to Defense checks for one full round. This stacks with the Aid Another use of Flash Step. For each 5 points you defeat the DC by add another +1 to the Defense rolls for that round.

Superior Speed: This requires Greater Speed. As an immediate Action you may make a DC 15 Flash Step check to gain a +1 bonus to attack rolls that round. For every 5 you beat the DC by add another +1 to the attack rolls for that round.

Perfect Speed: This requires Superior Speed. As an immediate action, you may make a DC 25 Flash Step check to gain the benefits of both Greater Speed and Superior Speed. For each 5 you beat the DC by add another +1 to both Defense and Attack for that round.

Skillful:
This ability gives you +10 to skill checks for a specific non base skill. It may be taken multiple times, it's effects do not stack, but are applied to a different skill each time. This only takes effect while your Zanpakutou is released.

Improved Skillful
Requires Skillful to take. This ability gives you a +10 bonus to all non base skill checks for a particular ability score. You must choose the ability score when you choose this ability. This takes effect only while your zanpakutou is released. If this would stack with Skillful, it instead overlaps.

Change Attack Form:
Change the required saving throw of any one ability. The ability's manifestation changes to reflect this.

True Sight:
This allows you to pierce veil and illusion-type abilities and the deflect light abilities of the light type, seeing what is truly there. This ability may be taken multiple times, each time

makes it stronger (to determine the level of illusion vs. the level of true sight, compare the amount of times the user of the illusion has taken the Mirage ability or related abilities against how many times you have taken the True Sight ability. The one who has taken their respective ability more trumps the other.)

Flight: This gives you the ability to fly at your normal speed with average maneuverability while your zanpakutou is released. You may take this ability multiple times, each time increases your maneuverability by one step.

Power or Speed: At your option, your Zanpakutou attacks have either +1 to hit and -2 to damage or +1 to damage and -2 to hit. When making multiple attacks, you can apply one or the other to all your attacks; you may not pick and choose. This ability may be taken multiple times; each time increases your ability to trade by +1/-2.

Spirit Blast: You can make a ranged touch attack within 50 feet that deals 2d8 damage. Each time you take this ability, the damage increases by 2d8 or the range increases by 30.

Improved Spirit Blast: This requires the Spirit Blast ability. Each time you take this ability, your Spirit Blast gains +1 to hit and +2 damage per dice of damage dealt (IE if your Spirit Blast deals 4d8 damage, it would now deal 4d8+8).

Rapid Spirit Blast: This requires the Spirit Blast ability. As a full round action, you may make one additional Spirit Blast, up to a maximum of your full attack. This ability may be taken multiple times; each time allows an additional Spirit Blast up to your maximum attacks in a round.

Greater Spirit Blast
Requires Spirit Blast, Rapid spirit blast taken at least twice. When using rapid spirit blast, you can instead choose to combine all of the blasts into one great burst of spiritual energy. This blast has +1 to hit for each blast sacrificed, and causes damage equal to the combined damage of the spirit blasts

Spirit Blade
Reuiqires Spirit Blast and four other generic abilities to take. When making an attack with your Zanpakuto, you can channel a spirit blast or greater spirit blast into the first strike you make in that round. If the attack hits, then the target is also struck by the spirit blast.
When making a full attack action with your zanpakuto, you can channel either the above abilities into the first strike, or a rapid spirit blast into each attack.

Spirit Wave
Requires Spirit Blast and two other generic abilites to take. When using spirit blast, you can use the attack as a cone with 1/2 the range. The victim is entitled to a reflex save for half damage.
Special: This can be used with rapid spirit blast or greater spirit blast.

Change the Source: Your Zanpakutou can be changed from a weapon of brute force to a precise scalpel or a function of mathematical accuracy. Choose an ability score; your Zanpakutou now functions as though that ability score were your Strength for the purpose of attack and damage modifiers and Shikai/Bankai abilities dependent on Strength. This ability can be taken three times; once for normal melee attacks, once for Summons, and once for Projectile attacks.

Change Reiatsu Source: This ability allows you change the statistic used to determine saving throws of your abilities from Constitution to any of your choice. It similarly changes the statistic used for a Summon's abilities.

Awareness:
You gain +4 to Spot, Listen, and Sense Motive. You always know which way is North. You may take this ability multiple times; its effects stack.

Improved Awareness: This requires Awareness. You gain +4 to Initiative checks. You may take this ability multiple times; its effects stack.

Greater Awareness: This requires Improved Awareness. You gain the benefits of Uncanny Dodge and Improved Uncanny Dodge.

Superior Awareness: This requires Greater Awareness. You gain the ability to use Discern Lies and Detect Thoughts at the same time by concentrating on a subject; they gain a Will save to resist, but do not become aware of this effect. You gain Blindsight out to 5 feet. This ability can be taken multiple times; each time either increases the Will save DC by +2 or the range of your Blindsight by 5 feet.

Perfect Awareness: This requires Superior Awareness. You see all things as they truly are; you can see through normal and magic darkness, through concealment due to magic, through illusions and shapechange effects, magic meant to conceal something from view (such as invisibility magic), and similar effects. You cannot see through solid objects or natural concealment (such as fog or tall grass). For the purpose of other zanpakutou abilities like Mirage, you make a Spot or Sense Motive check (whichever is higher) against their Bluff or caster level check (whichever is higher).

Attack Type Specialist: Choose Defense, Will, Reflex, or Fortitude. Attacks made with Shikai/Bankai abilities requiring a save may be changed to require the defense chosen. This choice is permanent, made for all your abilities when gaining this ability or for any ability gained when you gain it. You may take this ability multiple times; each time selecting a new skill. You may freely choose between the skills chosen.

Growth:
You have the ability to grow one size category gaining all the size penalties and bonuses as normal as a standard action. This may be taken multiple times to increase the size you can grow to by one size category. It takes a standard action to grow. Your base damage increases as

follows (1d6, 1d8, 1d10, 2d6, 2d8, 2d10, 4d6, 4d8). You do not have to grow to your maximum size when using this ability. If there is insufficient room to grow to the size you wish to grow to, you automatically attempt to burst the structure. Should you fail, you return to the closest size category to which would fit comfortably in the area you have occupied. This cannot be used in conjunction with Shrink and if you do shrink (Whether it is to your normal size or with the Shrink option). You lose all bonuses granted by this ability and improved growth.

Improved Growth:
Requires Growth taken at least once to take. When you grow, you gain a +2 bonus to Strength, Dexterity and Constitution. This may be taken multiple times, it's effects stack.

Greater Growth:
Requires Improved Growth taken at least once to take. You may choose to grow just a limb instead of your whole body. Should you do that, your damage grows to it's appropriate size, but you only gain one half the benefits of the growth. This may be done as part of an attack.

Shrinking:
You have the ability to shrink one size category gaining all the size penalties and bonuses as normal as a standard action. This may be taken multiple times to decrease the size you can grow by one size category. It takes a standard action to shrink. This cannot be used in conjunction with Growth and if you do grow (Whether it is to your normal size or with the Growth option). You lose all bonuses granted by this ability and improved shrinking.

Improved Shrinking:
Requires Shrink at least once to take. When you shrink, you gain a +2 bonus to Strength, Dexterity and Constitution. This may be taken multiple times, it's effects stack.

Greater Shrinking:
Requires Improved Shrink taken at least once to take. When you shrink you gain a +2 dodge bonus to Defense per size category shrunk. This may be taken multiple times each time increasing the dodge bonus by +2..

Greater Grip:
While your Zanpakutou is released, you grow two additional arms. These arms confer a +4 bonus to Strength when in use, and end in a pair of wicked claws with opposable thumbs. These arms are secondary limbs and may be used to make 2 claw attacks that deal 1d8 damage + 1d8 damage per 5 ranks in Unarmed Strike you have above 1. These attacks are made at -5 penalty. This may be taken multiple times to increase the arm growth by 2 each time and the bonus to strength by +2.

Alternate Form:
You may take an alternate form when your Zanpakutou is released. This is done by rearranging your statistics at will. You may not increase a statistic more than 2x it's normal, and you can't more than half another statistic.

Adaptation:
Choose one naturally occurring environment (such as underwater, in lava, space). You can survive in that environment while your Zanpakutou is released. You may take this multiple times to gain a new naturally occurring environment each time.

Elasticity:
You may stretch your limbs out 100feet per time you take this. You take a -2 penalty to strength every 20 feet you stretch your limbs. You actively threaten out to 10 feet. You may take this multiple times to increase the length you can stretch your limbs by 100 feet and the area you threaten by 5 feet. Each time you take this you gain a +2 on grapple checks and escape artist checks to escape being grappled or bound.

Heightened Senses:
Choose a sense, you gain a +4 bonus on checks to detect things with that sense. Alternatively, you may choose all your senses. You must take this a second time to gain any bonuses if you choose all senses. You may take this multiple times to gain an additional +4 bonus to checks.

Elemental Control
You have the ability to control the elemental power of your Zanpakutou with surprising accuracy. As a prerequisite of this ability you must have an elemental type zanpakutou or a Zanpakutou with the Light or Darkness type. You may control any element that is on your Zanpakutou within close range (25 feet + 5 feet per 2 levels). The maximum amount of controllable material is one five cubic foot square of material per time you take this ability. The element does not have to be present when you wish to use this ability if the element in question is able to be created in the environment you are in (IE If there are combustible materials around you can create and then control fire. If there is moisture in the air, or on the ground you can create and control water/ice.) While controlling your element you may also do tricks with these elements that require a concentration check with a DC set by the GM ranging from 0 for extremely simple tricks to 40 or above for highly complex tricks. An example of a simple trick would be sparking a fire on a highly combustible object.
Elements you control CAN cause damage if they would normally be able to. For example, setting someone's shohakusho on fire would cause normal damage for being on fire. Setting someone in a block of ice might induce suffocation. Creating a flash of light might cause blindness. Side effects of elemental control are at GM discretion and should be kept within reason.

Bonus Feat:
Choose two non prestige feats you meet the prerequisites for. While your weapon is released, you benefit from those feats as if you had them as bonus feats. This may be taken multiple times, each time choose new feats. You may use feats garnered in this way to qualify for other feats through this ability. You cannot gain any Zanpakutou feat in this way. Other feats are at GM discretion. Choose wisely.

Spell-Like Ability
The user's release gains a spell-like ability usable once per day per point of wisdom modifier. The spell level must be equal to 1/3 of the character level + INT bonus or lower. This ability can be selected multiple times, adding a use per day, or a new spell-like ability. Spell-like abilities are only available while your release is active.

Change Form:
This physically changes a weapon into another form with special abilities. For example, it might take the form of a double-weapon, a reach weapon, two weapons, a lance, a spiked chain, etc. This gives it all of the properties of the weapon itself, including changing the damage type appropriately. This does not allow it to take the form of any ranged weapon, although it can gain some range via throwing type enhancements. This ability may be taken multiple times, each time gives it the form of a different weapon. Switching between forms (or back to a standard zanpakutou form) is a swift action that does not provoke an attack of opportunity.

Adaptive Attack Specialist
Requires Attack type specialist for all three saves, four other generic type shikai abilities. This is a swift action that does not provoke an attack of opportunity. When using any shikai ability that allows a save, you may activate this ability. The save for the ability becomes the targets lowest save. You do not learn what save this is.

Penetrating
Requires a shikai ability that allows a save. The save DC of all your Zanpakutou abilities is increased by 1. This ability can be taken multiple times. It's effects stack

Fused Strike
Requires one ability from another list. Whenever the Shinigami uses an ability from another Zanpakutou type that targets an enemy, she may choose to use it as a melee attack through her Zanpakutou rather than its normal type of attack. If used in this way, it benefits from all advantages of the Zanpakutou.
An area attack used in this manner loses all area effect. An ability that can hit multiple foes can hit as many foes as the Shinigami can make in a full attack (even if this is more). This does not change the action of the ability.
This cannot be used on an ability that is already a Zanpakutou attack (non-Zanpakutou melee attacks are acceptable)
This cannot be used with a whirlwind attack.

Greater Fused Strike
Requires Fused Strike and 5 abilities from another list. When using an ability through Fused Strike, the Shinigami may use the ability a number of times up to the amount of attacks she could make in a full attack action. This is a full round action, or if the ability was already a full round action a full round + swift action. Otherwise, this functions identically to fused strike.

Improved Fused Strike
This requires Fused Strike to take. You may take two different Zanpakutou abilities and combine their effects together. You decide which ability happens first, and which ability happens second. You decide which area is used if one or both of the abilities have an area. If only one ability has an area, use that area. You also decide which saving throw is used if there are two different saving throw types. You use the greater of the two attack numbers if one or both abilities have multiple attacks. You can't choose an ability that is required for another ability (IE You couldn't combine Wounding and Greater Wounding)

Ranged Form:
This allows the zanpakutou to attack as a ranged weapon. When releasing, you may release your zanpakutou into its ranged form if desired. Switching between melee and ranged is a swift action that does not provoke an attack of opportunity. While in ranged form, your weapon no longer threatens any spaces. It can attack with a range increment of 90 feet, and functions off your weapon attack bonus (although it uses wisdom instead of strength as it is a ranged attack). Its damage is lowered by one step, and it receives no additional benefit to damage beyond the zanpakutou’s natural weapon enhancement if any (although other projectile abilities can change this). You may make a full attack with your weapon in ranged form.

Normal Form:
Using this ability, you can change an elemental attack into an attack dealing the base damage of your Zanpakutou (Piercing, Bludgeoning or Slashing). This can be applied to any elemental ability (Example: You could turn your Flame Shield into a shield of slashing damage)

GRAVITY TYPE

Pull
This ability targets one individual or item. You pull the object in question towards yourself at a speed of 10 feet per round per level. You may move 100lbs of material which doubles each time you take this ability (2 takings is 200lbs, 3 takings is 400lbs, 4 takings is 800lbs, etc). Attended objects and conscious individuals are entitled to a will save (constitution based) to resist. If you move a target into blocking terrain, they take damage as if they fell the distance.

Push
This ability functions exactly like Pull but instead pushes the target. If your victim hits an object on the way to the outer edge of your push, they take falling damage as if they fell the distance. If the falling damage is sufficient to meet the break DC of the barrier, you push the target through it and the target continues on.

Crush
This ability allows the user to deal their weapon damage at a range of medium (100ft + 10 feet per level). This ability may be taken more than once and adds 1d8 to crush damage each time it is taken. The damage is considered blunt, and this damage is non directional so shielding kido, shields, and other such direction based objects are useless. The first attack the target is considered flat footed. Crush damage overcomes damage reduction.

Throw
This touch attack will fling the target up to an equal distance as your push/pull distance. Then the creature falls on the end of the round before their turn begins. Damage is taken according to fall damage unless the target has some way of halting their fall before their action.

Weight of the world
Requires 3 gravity abilities: This ability is designed to crush the the target to the ground. This ability creates a very visible field of impossibly dense gravity in a 10 ft radius area from the point of origin. This area lasts 1 round per 2 character levels. Each round it is active it has an area that accumulates a collective -2 strength field of effect. So if the user was level 10, then on round 10 the -10 strength would nail any normal person to the ground on round five before it fails and gravity returns to normal. If someone is able to escape this field then all effects are removed.

Gravitic master
You choose the effect gravity has on you. With this ability you may add your character level as a situational bonus to your acrobatic, athletic, and strength checks. Also and DM option, this may be applied to other modifiers. The user is able to as well have directional gravity. Down is subjective when it applies to themselves.

Crush the world
When used this creates an area around the user that is considered rough terrain at best in an area of 100ft + 15 feet per character level. This is done by crushing the ground down with the user at its center. No save is allotted.

Increase movement
Requires gravitic master, Each time taken adds 20 ft to ALL of your movement speeds.

Almighty push
Requires Push to take. Your push can now be an area of effect that extends 50 ft radius +10ft per level. Each creature or object is checked against weight separately.

Universal pull
Requires Pull to take. Your pull can now be an area of effect that extends 50 ft radius +10ft per level. Each creature or object is checked against weight separately.

Grant the Burden
This ability doubles the weight of an effected object. Each time the item is struck the damage doubles again. To do this, make a touch attack against the item to be effected. If you hit, the weight is doubled. This can be taken multiple times to increase the doubling effect by 2 multiples (2x becomes 4x becomes 6x becomes 8x, etc)

Improved Grant the Burden
This ability allows you to target an opponent's limbs (except the head.) with grant the burden. An arm weighs 1/10th the weight of the target's total weight. A leg weighs 1/5th the weight of the target. A wing is treated as an arm, a Tail is treated as a leg.

Improved Almighty Push
Requires Almighty Push to take. When you push targets away from you, those that fail the saving throw against being pushed must make a fortitude save (Constitution Based) or fall prone at the end of the movement.

Improved Universal Pull
Requires Universal Pull to take. When you pull targets towards you, those that fail the saving throw against being pulled must make a fortitude save (Constitution Based) or fall prone at the end of the movement.

GAMES TYPE

"My Zanpakutou likes to play child's games. It's rather annoying really."
- Shunsui Kyōraku, Captain 8th Division

The games type uses children's games to keep the flow of battle in the favor of the user. The Zanpakutou communicates a game, and the user and one opponent must play it. The winner is able to damage the other that turn.

Games
This enables the usage of the demon skills below. The zanpakutou will announce out loud the game being played and once announced, the user and their opponent are bound by the game itself. The game effects the user and one opponent. Each game must be taken separately. While your Zanpakutou is released you gain a +2 bonus on Weapon Attack and Defense rolls.

Winner's Circle
Requires Games. When you win a game, you deal an extra 3d6 damage that turn.

Champion's Circle
Requires Games and Winner's Circle. Increase the extra damage dealt when you win a game by +3d6 (Total 6d6)

Legend's Circle
Requires Games, Winner's circle and Champion's circle. Increase the extra damage dealt when you win a game by +3d6 (Total 9d6)

Silent Champion
Requires Games. Your opponent doesn't hear the game your zanpakutou picks to play.

Takaoni (Mountain Demon)
This is the simplest game to play. Whoever has the higher ground at the beginning of the round wins.

Kageoni (Shadow Demon)
This is a harder game to play. Whoever steps on the other's shadow wins. Stepping on someone's shadow allows them to make a reflex save with a DC of 12 + character level + dexterity modifier of the one stepping to get out of the way. Also, you and your opponent can teleport from one shadow to another once per round at a distance of 10 feet per character level. Teleporting into your opponent's shadow is legal, but requires an attack roll versus the space they are occupying opposed by your opponent's Defense roll.

Irooni (Colorful Demon)
This is a color based game. Each player announces a color, and can only strike that color. If you are not wearing the color in question, you cannot benefit from Winner's Circle or any of it's better forms. If you are wearing a little of the color you call, you deal normal damage (including Winner's Circle). If more than 50% of your body is covered by the color you choose, you deal an extra 2d6 damage on top of all the other damage you would normally deal.

Kazutori (Counting Game)
This is a simple number game. The zanpakutou thinks of a number between 1 and 10. At the beginning of each round, each person in the combat guesses a number. The person who guesses it first wins and can attack normally that round. After someone wins, the number is reset randomly.

Damaruoni (Silent Demon)
This game is a game of silence. Each time a player wants to attack, they must make a move silently check. If the other person beats that check with their listen check, the player loses, and cannot damage the opponent that turn.

Mekuraoni (Blind Demon)
Both players are stricken blind. First person to strike their opponent wins, and has their blindness lifted for 1d4 rounds.

Shougi (Chess)
The Zanpakutou announces a set of directions from the following list. (Straight Lines, Diagonal or The Letter L) If you move any other way on that turn you lose the round. If you get to your opponent moving only in the directions used, you win the round. If both opponents manage to do so, there is a draw and both can damage each other. Also, the zanpakutou has a 25% chance of shouting "Joou" When this happens, the game is suspended, and you can move as you like till it shouts "Daiou" when the game comes back on.

Seiyougo (Checkers)
This game is a jumping game. You win this game by jumping over your opponent (Jump Check DC 15 + Character Level + Dexterity Modifier of the one being jumped over). This does not provoke an attack of opportunity. If someone manages to win 3 consecutive rounds without the other winning one, they are made the Daiou, and may attack for 3 rounds without restraint. During the three rounds of being Daiou, you gain the benefits of Winner's Circle and it's improvements.

Tokuteioni (Specific Demon)
This is a game akin to Simon. To the viewer's eyes colored squares appear upon the opponents, to deal damage, you must hit all points that appear in order. To do so you must succeed a Perform check with a DC of 15 + the number of rounds Tokuteioni has been played. If you manage to hit all the squares, the opponent rolls defense versus your perform check to avoid taking damage.

HEALING TYPE

"My Zanpakutou, Hisagomaru, heals the wounds of anyone it touches."
--Yamada Hanatarou, 4th Division 7th Seat

Healing-type zanpakutou enhance the properties of your reiatsu healing. Favored by the 4th division, they allow for greater recovery of injuries at a faster rate.

Improved Power:
This ability increases the amount of healing you may do per round. Your Spellscore Modifier is treated a 4 higher for each time this ability is taken.

Increased Potency:
This increases your level when calculating how much healing you can do with Reiatsu Healing. Each time this ability is taken, you gain +2 Character Level to your Reiatsu Healing.

Increased Proficiency:
This ability allows you to heal more per day than normal. When you are healing with Reiatsu Healing, you gain a +2 bonus on the Fortitude Save to avoid becoming Fatigued and Exhausted

Restorative Healing:
When using the Superior Reiatsu Healing or Perfect Reiatsu Healing feats, you can choose to heal 1/4 the amount you would normally do instead of completely forgoing the healing for that round. You may take this multiple times, each time adding 1/4 of the healing back to your Superior Reiatsu Healing feat to a maximum of 100% of the healing.

Ranged Healing:
This ability allows you to deliver reiatsu healing at range. This ability allows you to deliver your healing as a ranged touch from 10 feet away. It can be taken multiple times, each time increases the range increment by 10 feet.

Regeneration:
This ability requires two other healing abilities to take. It functions identically to the 7th level Cleric spell *regenerate.* Treat your character level as caster level for purposes of the healing bonuses.

Healing Aura:
This requires three other healing abilities to take. It creates a soft aura around you that hastens the knitting of wounds. Any ally within a 10-foot burst centered on you gains Fast Healing 10. This ability may be taken multiple times, each successive time either increases the distance by 5 feet or the power of the Fast Healing by 5.

Chain Healing:
This requires ranged healing to take. It allows you to divide your reiatsu healing among multiple targets. When using reiatsu healing, you can target someone within your healing range from the first target as well and divide the healing amongst the two recipients. This ability may be taken multiple times, each time allows you to target another person with your healing.

Healing Attack:
This ability channels positive energy directly through your zanpakutou. When attacking, you instead heal your target for the amount of damage you would instead deal.

Pain Release:
This requires the Healing Attack ability to take. It allows you to store up damage healed through using the Healing Attack ability and release it in one attack. You can store up to 25 points of damage in your zanpakutou, as a standard action you may make a single attack that does just the stored damage upon hitting. If you fail to hit, the attack is wasted and more must be stored up. You do not have to release all of the damage at once, you may release as much as you desire when using the attack. You may take this ability multiple times, each time increases the limit by 25.

Hold the Life:
While your Zanpakutou is released, all creatures within 30 feet of you automatically stabilize when reduced to negative hit points. They do not regain consciousness, nor do they heal any damage unless you use another ability to do so. This may be taken multiple times to increase the area by 10 feet.

ICE TYPE

"Sode no Shirayuki doesn't simply freeze the ground. Everything within this circle, both Earth and Sky, is within Sode no Shirayuki's frozen domain!"
--Kuchiki Rukia, 13th Division

Ice-type zanpakutou utilize bitter frost to freeze their targets, lowering their defenses and allowing them to shatter their foes.

Ice Blade:
This changes the form of the zanpakutou's blade into ice or snow, causing it to inflict cold damage. Frost Blade may still be used in conjunction with Ice Blade.

Ice Form:
This changes the form of the zanpakutou's attacks, changing it to cold. For example, Projectile-based Zanpakutou will now do cold damage, whereas Summon-based Zanpakutou will gain the Cold subtype and do cold damage. Frost Blade may still be used in conjunction with Ice Form.

Frost Blade:
This allows you to charge your zanpakutou with bitter frost, creating a chill aura around it that freezes your foes. As a move-equivalent action, you can charge your zanpakutou with cold, giving it an additional 2d6 cold damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Frost Blade:
This requires Frost Blade to take. It grants an additional 2d6 cold damage when manifesting Frost Blade, for a total of 4d6.

Superior Frost Blade:
This requires Frost Blade and Greater Frost Blade to take. It grants an additional 2d6 cold damage when manifesting Greater Frost Blade, for a total of 6d6.

Swift Frost Blade:
This requires Frost Blade to take. It allows you to manifest your Frost Blade as a Swift Action.

Icy Regeneration:
You can freeze your broken blade over and repair it as a move-action. This ability is available to use in your sealed state.

Freezing Blow: Requires either Ice Blade or Frost Blade. Your zanpakutou gains the properties of a wounding weapon, but instead of constitution damage it deals dexterity or strength damage instead. This ability may be taken twice, it allows you to choose which damage type is dealt whenever you strike.

Greater Freezing Blow: Requires Freezing Blow. Ice from your zanpakutou clings to your opponent; when struck, he must make a Fortitude save or become fatigued. 2 points of fire damage per Ice ability you possess cures this fatigue.

Superior Freezing Blow: Upgrades the fatigue to exhaustion.

Perfect Freezing Blow: This requires Freezing Blow, Improved Freezing Blow, Greater Freezing Blow and four other Ice abilities. As a full-round action, you can make a single attack that, if successful, provokes a Fortitude Save. If the Fortitude save is failed, the opponent is frozen in ice and petrified until they take fire damage equal to 5 per Ice ability you possess (this damage does not harm the person in the ice.) or the person within the ice spends 20 Reiatsu per ice type ability you have to break the barrier. If the Fortitude save is successful, they must make a Reflex save or be paralyzed for one round. This ability may be taken multiple times. Each time increases the DC of both saves by 2.

Ice Armor:
When releasing your sword you create a layer of ice around yourself that protects you from damage. This gives you a damage reduction of 5/- and a maximum dexterity modifier to AC of +4.
You may take this multiple times, each time you take this ability your damage reduction increases by 5 and your maximum dexterity modifier is reduced by 1, to a maximum of 25/- and maximum dexterity modifier +0 after taking this ability five times.

Ice Adaptation:
Every time you take this ability, you gain 10 resistance to either cold or fire, to a maximum of 30 for each after taking this ability six times. This ability cannot be used with the Twin Zanpakutou Mastery feat, and it overlaps (does not stack) with resistances from the Fire Adaptation zanpakutou ability.

Snow Storm:
This creates a whirling snowstorm of varying power. Taken once, it creates a blizzard with strong winds. Taken twice it creates a blizzard with severe winds. Taken three times it creates a blizzard with winds strong enough to be called a windstorm. Taken four times it creates a blizzard with hurricane force winds. Finally taken five time it creates a blizzard with tornado powered winds. The blizzard surrounds the user, who is immune to the effects of his own blizzard, in a 20 foot burst. In addition to taking stow storm multiple times to increase the ferocity of the cold, it can be taken a second time to incur a fortitude save (Constitution based) or have the victims within the burst suffer 2d6 non-lethal cold damage. This save must be made every round. If taken a third time, the damage becomes lethal damage. After that this ability can be taken multiple times to increase the area of the blizzard by 10 feet.

Ice Trail:
As you walk, your zanpakutou produces a trail of ice along the squares you move. Anybody besides yourself is subject to both the standard effects of ice and the effects of a Grease spell with the caster level equal to your character level. The save DC is constitution-based to avoid slipping. The ice lasts for 4 rounds.

Expanded Ice Trail:
This requires Ice Trail to use. It allows you to do one of multiple things each time the ability is taken. You may either create an ice trail in a 5-foot burst which can be expanded by an additional 5 feet each time this is taken, or you may elevate your ice trail, allowing you to walk into the air at a 45 degree angle. Alternately, you can increase the duration by two rounds and the save DC to avoid slipping by 1.

Seal Wounds:
This allows you to seal your wounds with your ice, preventing you from bleeding. As a standard action, it allows you to convert 2d6 points of damage into nonlethal damage. You may take this ability multiple times, each one increases the amount of damage converted by 1d6, to a maximum of 10d6.

Blessing of the Moon:
This requires nine other Ice Type abilities to take. Instead of taking damage from cold, you heal from it on a three to one basis (IE if you were about to take 30 cold damage, you would instead heal 10 points of hit point damage).

Frost Form:
This requires Ice Armor and Ice Adaptation taken at least three times to take. You become living ice as a standard action that does not provoke an attack of opportunity. Your Frost Form lasts for 3 + Spellscore Modifier in rounds before it has to be activated again after a 1d4 + 1 round cool down. While in frost form you can make unarmed strikes as if you had the Supersonic Strike feat. You do not benefit from Supersonic Strike twice if you have it already. All damage you deal in Frost Form is cold damage. You unfortunately take double damage from fire attacks while in frost form though existing resistances to fire still count against the initial damage before it is doubled (IE If you were going to take 30 points of Fire Damage and you have resistance 20 Fire, you would take 20 fire damage as your resistance would account for all but 10 points of initial damage). If you have Frost Blade and it's superiors, you may use the while in this form on your unarmed strikes.

Improved Frost Form:
Requires Frost Form to take. You no longer take double damage from Fire attacks while in Frost Form.

Greater Frost Form:
You take one quarter damage from Cold attacks while in Frost Form.

Faith in the Ice
Whenever the Shinigami deals cold damage, she increases the result of each dice of damage by one. For example, 5d6 cold damage would become 5d6+5 cold damage if she has this ability.

JUSTICE TYPE

Reap what you Sow: If someone damages you, you gain +2d6 untyped damage against that target for the remainder of the encounter. This functions once per encounter per enemy. You cannot have more than +2d6 damage total from this effect.

Greater Reap what you Sow: Requires Reap what you Sow to take. Your damage bonus and maximum increases to +4d6 untyped damage

Superior Reap What You Sow: Requires Greater Reap what you Sow to take. You damage bonus and maximum increases to +6d6 damage

Justice's Mark: As a move action, you may mark a target within medium range (100ft + 10ft per level). That target gains a -2 penalty to attack and defense rolls against anyone but you. If that target attacks someone other than you while you are within adjacent range to them you gain an attack of opportunity on that target. You may only have one such target at one time. The mark lasts till the end of the encounter or till the target goes unconscious or dies, whichever comes first. You may choose to end a mark early and choose another target as a move action.

Improved Justice's Mark: Requires Justice's Mark to take. The penalty to attack and defense that your target takes increases to -4.

Advanced Justice's Mark: Requires Improved Justice's Mark to take. You may make more than one attack of opportunity per round against an individual target you have marked. This does not grant extra attacks of opportunity.

Greater Justice's Mark: Requires Improved Justice's Mark to take. The penalties that your target takes to attack and defense becomes -6.

Superior Justice's Mark: Requires Greater Justice's Mark to take. Instead of one target, you may mark all enemies within 30 feet of you. You may take this multiple times to increase the distance by 10 feet.

Invigorating Mark: Requires Justice Mark. When you make an attack of opportunity against one of your marks, you heal your Constitution Modifier in hit points. You cannot heal more hit points than your maximum hit points.

Improved Invigorating Mark: Requires Invigorating Mark to take. You gain additional healing above your Maximum Hit points as temporary hit points up to your Maximum Hit points again (IE if you have 150 max hit points, you may gain 150 temporary hit points in this manner.)

Greater Invigorating Mark: Requires Improved Invigorating Mark to take. You gain your Invigorating Mark healing on any attack made against someone you have marked with Invigorating Mark.

Justice Brand: Requires 4 Justice Type abilities to take. You may brand a target as an immediate action within melee range with your Zanpakutou. If that target does an action that is defined by you at the time of branding, that target takes a -6 penalty to that action if it rolls any d20s to make that action. This effect lasts until the end of the encounter or until the target perishes, whichever comes first. You may only have one Justice Brand active at one time.

Improved Justice Brand: Requires Justice Brand to take. You may have a second justice brand active at once. You may take this multiple times to increase the number of justice brands you may have active by one.

Greater Justice Brand: Requires Improved Justice Brand to take. At each activation of your brand on a target, that target takes damage equal to your constitution modifier that bypasses damage reduction and elemental resistances.

Strike the Guilty: Your zanpakutou increases in damage 2 steps, but does no damage to those you know to be innocent. You must specify the crime that you are railing against when using this ability. Crimes available are up to your Zanpakutou to define.

Improved Strike the Guilty: Requires Strike the Guilty. Your damage increases by another step against those that are guilty.

Guilt Defense: Against those that you know are guilty, you gain a +2 bonus to all defensive skill rolls (Defense, Fortitude, Reflex, Willpower). You may take this multiple times to increase the bonus by +1. Crimes available are up to your Zanpakutou to define.

KIDOU TYPE

"Please keep this a secret from the Captain and Ikkaku... I don't want them to hate me."
--Ayasegawa Yumichika, 11th Divison 5th Seat

Kidou-type zanpakutou allow you to channel your kidou through your zanpakutou to devastating effects.

Kido Blast:
As a standard action you may fire a blast of Kido at your opponent in close range (25 feet + 5 feet/2 levels) To do this you pay 10 Reiatsu for every 1d6 damage your Kido Blast would deal to a maximum of 1d6 per character level. Moon Blast effects the total Reiatsu spent to fire the blast, not each 1d6 of damage.

Kido Explosion: This requires kido Blast to take. It allows you to turn your kido Blast into an explosive burst that targets a 20-foot radius spread within range. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 15+kido level of converted kido+primary casting stat modifier for half damage. This can be taken multiple times, each time either increases the save DC by 1 or the radius by 5ft.

Kido Range:
This requires kido Blast to take. It increases the range increment of your kido blast from Close to Medium the first time it is taken, and Medium to Long the second time it is taken.

Kido Line:
This requires kido Blast to take. It lets you unleash your kido Blast in a line starting from you of up to 120 feet that cannot exceed your kido Blast's range. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 15+kido level of converted kido+primary casting stat modifier for half damage. This can be taken multiple times, each time adds 30 feet to the total range of the line or increases the save DC by 1.

Kido Cylinder:
This requires kido Blast to take. It allows you to turn your kido Blast into a magical cylinder that targets a 20-foot radius spread within range and extends upward for 40 feet. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save (DC 15+kido level of converted kido+primary casting stat modifier) for half damage. This can be taken multiple times, each time either increases the save DC by 1 or the radius by 5 or the height by 10 feet.

Kido Cone:
This requires kido Blast to take. It lets you unleash your kido Blast as a 60-foot cone. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 15+kido level of converted kido+primary casting stat modifier for half damage. This can be taken multiple times, each time adds 10 feet to the range of the cone or increases the save DC by 1.

Elemental Blast:
This allows you to choose an energy type, either fire, cold, acid, electricity, sonic, or water and change the damage type to that. You may take this ability multiple times; each time allows you to choose a different energy type.

Kido Storing:
This allows the Zanpakutou wielder to store one kido they know into their Zanpakutou and deliver that kido during an attack. Storing a Kido takes a full round action. If the later attack hits, the kido goes off effecting the target as normal. Any prerequisites of the kido must be met, such as sacrifice. You may use this ability once per encounter, and may take this ability more than once to get one more use per encounter each time.

Counterkidoing:
This requires kido Storing to take. When you store the kido from Kido Storing into your Zanpakutou, you may, instead of making an attack, take an immediate action to counter any one kido cast at you of a level lower than the kido stored in your zanpakutou regardless of the type of kido (Bakudo or Hado). This uses up the kido as if you had cast it. You may only use this as many times as you can use Kido Storing.

Incanting:
This ability allows you to use your zanpakutou to aid in your incanting. It reduces the casting time of a kido from a full-round action to a standard action without causing you to halve your level. You may take this ability twice, the second time allows you to cast a kido as a swift action in this manner by halving your caster level, as you would normally do to cast a kido as a standard action instead of a full-round action.

Moon Blast: This requires kido Blast to take. Each time it is taken, it reduces the amount of reiatsu required to use kido Blast by 20, to a minimum of 10.

Moon Power: Each time this ability is taken, your effective character level increases by 1 and the damage of your kido Blast by 2d6.

Drain Reiatsu:
You may make a single ranged touch attack with a range of 25 ft.+5 for every 2 levels you possess. If you hit, drain 50 Reiatsu from the target. This ability may be taken multiple times, its effects stack.

Unhindered Kido Blast
You may fire an additional kido blast in a round. You may take this multiple times to fire an additional kido blast each time you take it.

Kido Enhancer
The save DC from the shinigami's Kido spells are increased by 2. This ability may be selected multiple times. The effects stack.

Kido Manipulator
Requires Kido enhancer, two other Kido abilities. This ability allows the user to change one of the following for an extra 30 Reiatsu to the base cost of the Kido:
A line enhanced in this way can be changed to a cone with a length equal to ½ the lines base length or a burst with a radius equal to 1/4 the lines base length
A Cone enhanced in this way can be changed to either a line with a length equal to twice the cones base length, or a burst with ½ the cones base length
A burst enhanced this way can be changed to either a Line with a length equal to radius * 4, or a cone with a length of radius * 2

Kido Timewarp
Requires three other Kido type abilities. The user can manipulate the ebb and flow of a kido's duration. She can apply this to any kido she casts with a duration greater than instant. The Shinigami can reduce the duration of the spell to increase the effectiveness, at a rate of 20% of duration for 10% of effectiveness (or 20% effectiveness for +10% duration when extending the duration.)

Expanded Kido Practice
This requires you to be in the third kido bracket. The Shinigami increases the highest level of Kido spell available to her by 1, up to a maximum of 9. She may learn spells of this new level with any spell she learns, though she may only use them whilst in Shikai

Expanded Kido Knowledge
This requires the Spellcaster feat. The Shinigami knows an additional Kido of any level she can cast. This ability may be selected multiple times. The effects stack.

LIGHT TYPE

"When my Nijigasumi shines, it melds together with all of the other light. Once released, there will be no shadows for you to hide in."
--Ichinose Maki, former 11th Division officer

Light-type Zanpakutou can illuminate and bend light to their wielder's will, using light either to confuse or overwhelm their targets.

Illumination:
The zanpakutou shines with brilliant light, illuminating the area around it as per the effects of the Daylight spell, except that it does not dispel magical darkness. This ability may be taken multiple times, each time allows it to dispel one step of the Darkness zanpakutou ability and increases the level of full illumination and dim illumination by 10. You may activate or suppress this ability as a free action.

Blinding Flash:
This allows you to create a brilliant flash of light targeting all squares you threaten as a standard action. Those within range must succeed a reflex save (Dexterity Based) or be blinded for 1 round/character level. You may take this ability multiple times, each time either increasing the save DC by 1 or increasing the range by 5 feet, effectively making it a burst effect centered on you.

Improved Blinding Flash:
This requires Blinding Flash to take. It allows you to make a single attack against a target and use the Blinding Flash as part of the attack, in addition to dealing normal damage.

Greater Blinding Flash:
This requires Blinding Flash and Improved Blinding Flash to take. It allows you to attack with Blinding Flash as part of a full-round attack action. A blinding flash will only be emitted on one attack, plus one for every time you have taken Greater Blinding Flash (so in order to use it with all four attacks on a full-round attack, Greater Blinding Flash must be taken three times). Time spent blinded by failing multiple saves from this ability overlaps (does not stack).

Superior Blinding Flash:
This requires Blinding Flash, Improved Blinding Flash and Greater Blinding Flash to take. It allows you to add the Blinding Flash's maximum radius achieved through the blinding flash ability whenever you use Blinding Flash as part of an attack action.

Bestow Illumination:
This requires Illumination to take. It allows you to bestow your Illumination effect on an unattended or willing target as a swift action. The target shines with light for 1 round/character level. You may take this ability multiple times, each time increases the duration by five rounds or allows you to target either attended objects or unwilling targets. They are allowed a will save (DC 12+ character level+wisdom modifier) to negate the effect.

Faerie Fire:
This functions exactly as the 1st level Druid Spell, except that it can bestow any color you desire upon the target. It can be taken multiple times, each time increases the target burst by 5 feet, the duration by 1 minute, or allows it to dispel higher level darkness effects.

Dancing Lights:
This ability requires a Standard Action and functions as the 0-level spell, except that their duration is equivalent to 1 minute/level. Furthermore, the individual light globes may be up to 50 feet apart from each other, as well as move 100 feet per round.
In addition, the super-charged lights can damage anybody who enters or begins their turn on the same square as them for 1d6 damage unless the target makes a successful reflex save (Dexterity based) for half damage. Up to 20 lights can occupy one square at a time. You can create up to your level in lights. Moving lights is a move action that does not provoke an attack of opportunity.
You may take this multiple times to increase the distance between the lights by 50 feet, the movement speed of each light by 25 feet per round, or increase the Reflex DC of the lights by 2.

Brilliant Energy:
This requires a Light abilities to take, one of which must be Illumination. It gives your zanpakutou the properties of a Brilliant Energy weapon. This ability may be taken several times, each time allows the weapon to affect a creature type it cannot normally affect (undead, constructs and objects).

Light Trail:
This requires Illumination and another Light ability to take. It allows your zanpakutou to leave a trail of light (as per the effects of a Light spell) in every square you move through. You may activate or suppress this ability as a free action, as well as dismiss the light trail you have already left. You may take this ability multiple times, each time either increases the illumination and dim illumination of the trail by 10 feet or causes the trail to deal 1d6 damage unless the target makes a successful reflex save (Dexterity Based) for half damage. Subsequent takings of this ability either increase the DC by 2 or increase the damage by 1d6. The light trail lingers in the air for 1 round/character level. You may also increase the duration of the trail by 5 rounds by taking the ability additional times.

Bend Light:
This allows you to shape illumination that you produce, allowing you to change the areas of dim and bright illumination as well as designating areas within the light effect that receive no light. Light cannot be bent and shaped past the initial parameters, so 60 feet of bright light and 60 feet of dim light cannot produce any more light than that (although less light may be produced if desired). This ability may be taken twice, the second time allows you to bend and shape light not produced by your zanpakutou.

Improved Bend Light: This ability requires you to have taken Bend Light. It allows you to shape your zanpakutou's light (or any light if you've taken Bend Light twice) into a Minor Image. Taking it again upgrades the image to Major or increases the number of images you can form by one. This is a standard action.

Rapid Bend Light: You can Bend Light as a move action. Taking this ability lets you Bend Light as a swift action, but you cannot create Minor Images this way unless you could normally create Major Images.

Shining Laser: This requires Bend Light and Improved Bend Light, and allows you to bend and focus light into searing beams of power. As a standard action, you may focus any bright light you could Bend into a ranged touch attack dealing 2d6 damage. This ability can be taken multiple times; to allow you to turn light in a 5-foot radius centered on a target into a Shining Laser attack (increasing the radius by 5 feet each time) requiring a Reflex save for half, to increase the damage by 2d6, or to Bend Illumination into a line of Shining Laser damage whose length is equal to Illumination's normal bright light radius (Ref save for half).

Improved Shining Laser: This requires Shining Laser, Bend Light, Improved Bend Light, and two other Light abilities. As a full-round action, you may make as many attacks as your BAB or Flurry of Blows would normally allow with Shining Laser.

Sunsword: This requires Shining Laser and Brilliant Energy. You gain your Shining Laser damage as bonus damage on zanpakutou attacks.

Light Dome:
This requires Light and Dancing Lights to take. This, as a standard action that provokes an attack of opportunity, creates a dome of light around a target 20 feet in area. The target of the dome is in the very center. Everyone within the dome must make a grapple check against the dome or be grappled by the dome's effect. The grapple check is made with your weapon skill ranks plus + 4 for a strength of 18 for the dome. Each round that a target is inside the dome, they take 1d8 damage. This damage increases by 1d8 each round as the dome shrinks 5 feet towards the center. Once it is in it's final five foot square, IE the target of the Dome itself, it deals an additional 3d8 damage to the target at the center of the dome, who is the initial target. You may take this multiple times to increase the area by 10 feet, or the strength of the dome by +2. The target of this Light Dome may make an opposed Soul Crush check to break free of the dome entirely. The Dome's Soul Crush DC is equal to your Intimidate Ranks + your Charisma modifier.

Improved Light Dome:
Requires Light, Dancing Lights and Light Dome to take. Your dome's damage dice are d10's instead of d8's.

Deflect Light:
This ability allows you to become invisible for one round per level by bending the light around you away from you. If you make an attack action while invisible you immediately become visible. Becoming invisible is a move action that does not provoke an attack of opportunity.

Improved Deflect Light:
This requires Deflect Light and 2 other Light type abilities to take. This works as Deflect Light except that you do not become visible when taking an attack action.

LIGHTNING TYPE

"All of the waves, become my shield! All of the lightning, become my sword! Sougyo no Kotowari!"
--Ukitake Juushirou, 13 Divison Captain

Lightning-type zanpakutou employ fierce bolts of lightning to strike down their foes.

Lightning Blade:
This changes the form of the zanpakutou's blade into lightning, causing it to inflict electricity damage. Crackling Blade may still be used in conjunction with Lightning Blade.

Lightning Form:
This changes the form of the zanpakutou's attacks, changing them to lightning. For example, Projectile-based Zanpakutou will now do electricity damage, whereas Summon-based Zanpakutou will gain the Lightning subtype and do lightning damage. Crackling Blade may still be used in conjunction with Lightning Form.

Crackling Blade:
This allows you to charge your zanpakutou with crackling lightning, creating lightning bolts that electrocute your foes. As a move-equivalent action, you can charge your zanpakutou with lightning, giving it an additional 2d6 electricity damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Crackling Blade:
This requires Crackling Blade to take. It grants an additional 2d6 electricity damage when manifesting Crackling Blade, for a total of 4d6.

Superior Crackling Blade:
This requires Crackling Blade and Greater Crackling Blade to take. It grants an additional 2d6 electricity damage when manifesting Greater Crackling Blade, for a total of 6d6.

Swift Crackling Blade:
This requires Crackling Blade to take. It allows you to manifest your Crackling Blade as a Swift Action.

Lightning Bolt:
This allows you to launch a Lightning Bolt from your zanpakutou at will as a Full-Round Action. It does your zanpakutou's damage, but otherwise functions identically to the Lightning Bolt spell. The reflex save DC for half damage is (Constitution Based). This does not gain the benefits of your strength modifier to damage, but it does gain the benefits of Crackling Blade.

Arcing Bolt:
This requires Lightning Bolt to take. It allows your Lightning Bolt ability to function as if it were the Chain Lightning spell, jumping from target to target. Its damage remains the same.

Thunderstorm:
This ability summons a ferocious thunderstorm around you. It grants the effects of a Thunderstorm centered on you that extends in outwards a five-foot burst. Unlike with a standard Thunderstorm, a lightning bolt strikes every round on a randomly chosen square within the radius. You may take this ability multiple times, each time gives either an extra lightning bolt every round or extends the radius by 5 feet.

Lightning Adaptation:
Every time you take this ability, you gain 10 resistance to lightning, to a maximum of 50 for each after taking this ability five times.

Deflect Bolt:
Your zanpakutou gains the ability to deflect ray or line effects as per the Deflect Arrow feat. You can take this ability multiple times; it allows an extra deflection each round.

Reflect Bolt:
This requires Deflect Bolt. It allows you to reflect a ray or line effects back at its caster. It can be used as many times as you can use the Deflect Bolt.

Redirect Bolt:
This requires Deflect and Reflect Bolt. It allows you to reflect a Lightning Bolt away from you and towards a target of your choice. It can be used as many times as you can use Deflect Bolt.

Empower Bolt:
This requires Deflect Bolt and Reflect Bolt or Lightning Bolt. It grants an extra 1d6 damage when either of the abilities is used. This can be taken multiple times, its effects stack.

Stunning Strike:
This ability can be once per round. It functions identically to the Stunning Fist ability, with the Fortitude Save using your Constitution modifier instead of your Wisdom Modifier.

Supercharge: This requires Lightning Adaptation and three other Lightning abilities. As a full-round action, you can summon lightning bolts to energize yourself; for each time you've taken Lightning Adaptation, you gain a +10 bonus to speed, Fast Healing +1, and +1d6 electrical damage to your zanpakutou attacks. This state lasts for one round per Lightning Adaptation ability. In addition, you are cured of fatigue and exhaustion. Multiple Supercharges do not stack.

Black Cloud Duelist: Requires Thunderstorm, Lightning Bolt, and Lightning Adaptation. As long as Thunderstorm is active, or you are in the area of a natural thunderstorm, you may choose for lightning to strike you instead of striking randomly. If you do so, you may make a Lightning Bolt attack as a free action for each time you are struck (a natural thunderstorm can only strike once per turn).

Legend of the Storm: Requires Black Cloud Duelist. Whenever you are struck by lightning from Thunderstorm or a natural thunderstorm, you may forfeit Black Cloud Duelist's benefits to instead teleport to any square within the storm's radius and your line of sight and your line of effect, and immediately make a zanpakutou attack. This attack gains the benefits of abilities such as Crackling Blade, and can gain the damage bonus from Empower Bolt.

Black Cloud Mastery:
This requires Black Cloud Duelist. It grants an extra 1d6 damage to Lightning Bolts used through Black Cloud Duelist. This may be taken multiple times, it's effect stacks.

Improved Reflect Bolt
Requires Reflect Bolt to take. Instead of reflecting the bolt right away, you may hold the charge for up to one minute before firing it back at the target of your choice. This may be taken multiple times to increase the time that the charge can be held by one minute.

Superior Reflection
Requires Reflect Bolt to take. You may ready an action to deflect or reflect any attack that targets you or includes you as a target that deals direct hit point damage. Should others be in the same area as an attack that includes you as a target, you absorb the attack negating the damage to the others in the same area.

Infinite Reflection
Requires Improved Reflect Bolt to take. You may absorb multiple attacks within your zanpakutou before firing them back as long as the cumulative damage does not exceed your maximum total hit points. You may take this multiple times. Each time this is taken increase the damage you can absorb by 25 points above your maximum hit points. You do not have to fire back all your damage at once, and may split the damage among multiple uses.

Defibrillation:
This requires either Lightning Bolt or Thunderstorm and Black Cloud Duelist to take. You may use this ability to bring someone back from the brink of death. When you are faced with an ally that is dying (Between -1 and -1/2 their Maximum hit points) that has failed a stabilization roll, you may target them with a lightning bolt and allow them to make another stabilization roll with a 10% better chance of stabilizing per time this ability is taken. Your lightning bolt does not deal damage to the target if this ability is used.

Blessing of the Storm:
This requires nine other Lightning Type abilities to take. Instead of taking damage from electricity, you heal from it on a three to one basis (IE if you were about to take 30 electricity damage, you would instead heal 10 points of hit point damage).

Faith in the Storm
Whenever the Shinigami deals electricity damage, she increases the result of each dice of damage by one. For example, 5d6 electricity damage would become 5d6+5 electricity damage if she has this ability.

METAL TYPE

Control Metal:
Works as the Telekinesis spell, but only effects metal objects or things made mostly of metal (Such as a sword or a car). There is no maximum weight that can be carried. Metal being controlled always counts as dense for the violent thrust option. As long as your Zanpakutou is active, you are considered to be concentrating on this effect. If you use the Violent Thrust option, you may resume control metal on your next round as a move action. The maximum damage that can be dealt by the violent thrust option is 15d6. You use your spellscore modifier to determine effects of telekinesis. May be taken multiple times to either double the weight of metal being carried each time (In this case, a doubling of a doubling is not a tripling as normal. It is a true doubling (IE x2 becomes x4, x4 becomes x8 etc)) or to add 1d6 damage to the damage cap.

Iron Wall:
Requires Control Metal to take. This allows the zanpakutou to create up to a 40-foot long, 10-foot high, 5-foot thick iron wall which can be placed anywhere within 100 feet of the wielder as a standard action. This wall is inscribed with magic runes that deal your Zanpakutou damage to anyone who touches the wall. You can choose not to deal this damage. The wall lasts for 3 rounds, and the zanpakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the possible length of the wall by 20 feet, the duration by 3 rounds the possible width of the wall by 5 feet, or the possible height by 10 feet.

Iron Cage
Requires Control Metal and Iron Wall to take. This allows your Zanpakutou to create a 10 foot tall by 10 foot wide by 10 foot high iron cage anywhere within medium (100ft + 10ft/level) Range. If something is larger than the dimensions of the cage created the ability fails but the action is still used. The cage lasts as long as your wall normally would and your Zanpakutou is not available to you to use while the cage is in effect. This may be taken multiple times to increase the dimensions of this cage by 5 feet.

Improved Iron Cage
Your cage now deals it's damage to anyone inside that touches one of the sides. Those standing on air are not effected.

Iron in the Blood
Requires three Metal Type abilities to take. This allows you to make a ranged touch attack versus a target to deal 2d6 damage to that target that ignores damage reduction as you literally rip the iron from their blood out of them. May be taken multiple times to increase the damage by 1d6.

Improved Iron in the Blood:
Requires Iron in the Blood to take. This allows you to apply your Control Metal to the body of any being that has blood (this includes Shinigami and Hollows). Must make a fortitude save to resist (constitution based). If this ability is

used with the Shape Metal ability, it deals 2d6 damage to the target that cannot be overcome with Damage Reduction and deals 1 Con damage (Fortitude save negates the con damage)

Shape Metal:
This requires Control Metal to take. You may shape the metal you have under your control into any shape you can imagine. This can include weapons that are made of metal, which deal their normal damage, and objects. Objects and weapons created by this power are permanent unless reshaped. Objects and Weapons created with this ability are normal everyday objects without any magical or zanpakutou properties. You cannot create anything that isn't fully made of metal with this ability. Attended objects and intelligent objects gain a fortitude save to resist this effect (Constitution Based). Zanpakutou affected by this power reform as normal.

Create Metal:
Requires Control Metal to take. This allows you to convert 50lbs of dirt, clay or stone into 25lbs of metal. This may be taken multiple times to allow the creation of 25lbs more metal by converting it from 50 more lbs of earth. Converting in this manner is a full round action.

Sense Metal:
You sense all metal within the maximum distance you can normally sense reiatsu. May be taken multiple times. Each time it's taken double the distance you can sense metal. Requires a Sense Motive check to estimate distance.

Shielding Metal:
Requires Control Metal to take. This allows you to create a skin tight suit of metal that grants you +3 natural armor that lasts until your zanpakutou is sealed or you are unconscious or die.. This may be taken multiple times to increase the natural armor by an additional +3. Activating this is a move action.

Field of Blades:
Requires Control Metal and Create Metal to take. Using 50lbs of metal you set up a field of blades around you in a 10 foot area. Anyone entering the field has their speed halved and takes 4d6 damage. This damage is only dealt once per entrance into the field of blades. Should they exit and then enter again, they take the damage once again. Anyone already within 10 feet of you when you use this ability gains a reflex saving throw for half damage. This field lasts for 3 rounds. This ability can be taken multiple times. Each time it is taken either increase the area of the burst by 10 feet, the rounds it lasts by 3 rounds or the damage it deals by 2d6.

Iron Body
Requires 5 Metal type abilities to take. This ability transforms your body into living iron for a number of rounds equal to 3 + Spellscore modifier. This transformation grants you several powerful resistances and abilities. Activating this ability is a standard action that does not cause an attack of opportunity. You gain damage reduction +1/- per Metal type ability you possess. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all kido or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink or play wind instruments. While this ability is active, all your attacks are considered one size category larger than normal (1d6 becomes 1d8, 1d8 becomes 2d6). Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Bestow Iron Body
This works exactly like Iron Body, except you may bestow the benefits on another being you touch with your Zanpakutou instead of yourself. This may be taken multiple times to increase the number of recipients by one.

Repel Metal
This requires 3 Metal abilities to take. This ability creates waves of invisible and intangible energy that roll forth from you in a 60 foot line. All metal objects in the path of the ability are pushed away from you to the limit of the range. Fixed metal objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. The waves of energy continue to sweep down the set path for the ability's duration of one round per character level. After you've used the ability, the path is set, and you can then do other things or go elsewhere without affecting the ability's power. This ability takes a standard action to use and does not provoke an attack of opportunity. This may be taken multiple times to increase the line length by 20 feet.

Attract Metal
This requires 3 Metal abilities to take. This is the opposite power of Repel Metal in all ways except that the duration of the ability is instantaneous and it still emminates in a 60 foot line. The metal does not harm the user of this ability if it is attracted in this fashion. Targets get a fortitude save (Constitution based) to resist the effects, if they fail the save, they are flatfooted the turn after they are attracted. Can be taken multiple times to increase the line length by 20 feet.

Repel Cone:
This requires Repel Metal to take. This is identical to Repel Metal except it effects a 30 foot cone instead of a 60 foot line. This may be taken multiple times to increase the cone length by 10 feet. You may still use the line effect if you so choose.

Attract Cone:
This requires Attract Metal to take. This is identical to Attract Metal except it effects a 30 foot cone instead of a 60 foot line. This may be taken multiple times to increase the cone length by 10 feet. You may still use the line effect if you so choose.

Metallic Shield:
Requires Repel Metal to take. Your repel metal becomes a 20 foot burst centered on you instead of a 60 foot line. You may take this multiple times to increase the area by 10 feet. This effect last 3 + Constitution Modifier in rounds before expiring and having to be reset. Using this option is a standard action that does not provoke an attack of opportunity. You may still use the effect as a line if you so choose.

MIND TYPE

Mind Blade:
Your blade is charged with the power of your mind, destructively harming your opponent's body with sheer willpower. Gives +2d6 psychic damage to your attacks with your Zanpakutou. This requires a move action to activate.

Greater Mind Blade:
Requires Mind Blade. Your Mind Blade now deals an additional +2d6 damage, for a total of +4d6 psychic damage.

Superior Mind Blade:
Requires Greater Mind Blade. Your Mind Blade now deals an additional +2d6 damage, for a total of +6d6 psychic damage.

Swift Mind Blade:
This requires Mind Blade to take. It allows you to manifest your Mind Blade as a Swift Action.

Mind Strike:
Requires Mind Blade. Your Zanpakutou gains the properties of a wounding weapon. However instead of constitution damage it deals intelligence or wisdom damage instead, , the target gets a Will save to negate this damage (Intelligence Based). This ability may be taken twice, it allows you to choose which damage type is dealt whenever you strike.

Sleep:
This allows you to attempt to put a target to sleep as a standard action. It functions identically to the Sleep spell, except that it effects targets equal to 3/4 your hit die (rounded down) and the Will save is intelligence based. You may take this ability multiple times, each time increases the hit die it can effect by one or increases the save DC by one.

Deep Sleep:
Increases the DC of your Sleep effect by +2. May be taken multiple times. Requires Sleep.

Endless Slumber:
You may put your target to sleep for an indefinite amount of time and they are not easily woken. Normal stimuli, such as shouting or prodding, are insufficient to wake the subject, but any damage will immediately awaken the target. May roll a new save each day, does not require sustenance while sleeping in this manner. Requires Deep Sleep taken three times.

Hiss of Sleep:
Your sleep effect may affect 1 target per level. Requires Endless Slumber.

Ultimate Slumber:
Your sleep targets are affected as if under the effects of Temporal Stasis, you may only effect one target per point of intelligence bonus. Requires Endless Slumber.

Charm:
You may attempt to charm a creature as per Charm Person. DC (Intelligence Based).

Improved Charm:
Adds +2 DC. You may take this power multiple times, it stacks. Requires Charm.

Greater Charm:
Your Charm effect becomes as per Charm Monster. Requires Charm.

Mass Charm:
Your charm may affect 1 target per level. Requires Improved Charm.

Dominate:
As per Dominate Person, DC (Intelligence Based). Requires Greater Charm. May only effect one target at a time. The target may expend 10 Reiatsu per level of the user to attempt to break free of the control, rolling another save.

Improved Dominate:
Increase the DC of your Dominate effect by +2. May be taken multiple times, stacks.

Greater Dominate:
Improves your Dominate to as per Dominate Monster. Requires Dominate and Improved Dominate.

Intuitive Insight:
You may use your Intelligence modifier in place of your Dexterity for Armor Class and Reflex Saves.

Lesser Insanity:
By sending flashes of random images at your target, you may temporarily make them go insane. As a standard action you may cause a target to suffer the effects of Lesser Confusion for 1 round, they may avoid this by making a Will save (Intelligence Based).

Insanity:
Requires Lesser Insanity. Your Lesser Insanity power is improved to a Confusion effect, lasting a number of rounds equal to your character level.

Superior Insanity:
Requires Insanity. Your Insanity powers increase, allowing you to cause the effects of the Insanity spell. This effect may be saved against each day, until the target succeeds.

Supreme Insanity:
Requires Superior Insanity. Your powers of insanity have been mastered, and now the target is permanently insane unless cured by some other effect, if they fail the first save.

Insanity Strike:
Requires Lesser Insanity. You have learned to channel insanity into your Zanpakutou, allowing you to inflict it upon your victims with a sword strike. As a standard action you may make one melee attack on your opponent, rolling damage normally. They are also effected by your Lesser Insanity power.

Swift Insanity Strike:
Requires Insanity Strike and Insanity. Your insanity channeling has improved to such an extent as allowing you to strike multiple times with your blade. You may now make a full attack action and effect your victim with your Lesser Insanity power.

Controlled Madness:
Requires Insanity. You have learned to control your power over Insanity, allowing you to subtlety shift how the target acts. You may change the result of the % roll up or down by up to 20%.

Improved Control:
Requires Controlled Madness. You have mastered your control to the next level, allowing greater control over the insanity your Zanpakutou inflicts. You may change the result of the % roll up or down by up to 30%.

Supreme Control:
Requires Improved Control. Your control over insanity is now at a master's level, you may now change the result of the % roll up or down by up to 40%.

Waves of Insanity:
Requires Supreme Control. You may as a standard action release a wave of insanity across your victims minds in a radius around you of 10 feet. They make saving throws normally. You may take this ability multiple times, and each time you may extend the range by 5 feet.

Aura of Insanity:
Requires Waves of Insanity taken three times. You now have a constant aura of insanity around you, out to a range of 5 feet. You may take this up to three times in total, extending the range out to 15 feet.

Psychic Power:
You gain resistance to Psychic Damage of 10. You may take this multiple times to increase the psychic resistance by 10 to a maximum of 50.

Mind Siphon:
When you take damage from Psychic damage, you instead heal one third the psychic damage you would have taken.

Psychic Blade:
You may change the damage of your zanpakutou to pure psychic. This takes a swift action.

Psychic Form
You may change the damage of all your attacks with your Zanpakutou to psychic damage.

Bad Dreams
Requires Sleep and three other Mind type abilities. The Shinigami can stir the minds of their sleeping victims into vicious dreams, infused with enough spiritual energy to make every dreamt cut and bruise real enough to kill. Victim of your deep sleep suffer 1d10 damage at the start of each round, so long as they remain asleep. This ability may be taken multiple times. Each time increases the damage by 1d10, To a max of 4d10. This damage does not wake the subject of the ability.

OPPRESSION TYPE

Oppression-type zanpakutou make use of a shinigami's reiatsu aura to manipulate other shinigami in a number of different ways, from lowering a shinigami's strength to making them start to choking with pure reiatsu.

The targets are allowed a fortitude save (Constitution Based)
The oppressive reiatsu aura has an area of effect equal to a 5ft. radius per level of the character. Should someone in the area of effect beat the Reiatsu check vs. oppressive reiatsu he may not be affected again from the same type of attack until either the battle is over or the target leaves the affected area and re-enters (IE. if you target a stat and their AC. they make one save but not the other. Then only one is suppressed by the given value. If the target leaves the affected area and then returns a new check must be made.) Under NO circumstances may a suppression effect EVER remain if the target leaves the affected area or the oppression is shut down. If the user is stunned, knocked unconscious, brought below 0 hp or level drained, the suppress effect ends. The user may choose to not be affected by his own aura. However this does not protect him from a oppression aura of another Shinigami.

No effect from an oppression aura may be lethal. Even if a target is reduced to negative con the target is just incapacitated, and will regain their con or other stat once the oppression has passed.

Soften armor:
-2 Defense of any target within the area of affect. You may take this multiple times, each time you do subtract an additional 2 from the target's defense maximum ½ level.

Suppress ability:
-4 to a chosen stat. You must choose this once for each stat you wish to effect. You may choose from strength, dexterity, constitution, intelligence, wisdom, charisma. If you wish to suppress: -4str -8dex -12con you must take this ability 6 times. This ability may be taken any number of times, its effects stack.

Suppress magic:
Must have 1 suppression ability to take, this ability will give the caster a 10% spell failure chance. This ability can be taken up to 8 times for a total spell failure chance of 80%

Suppress movement:
takes 2 suppression ability to take, this ability will suppress 10 ft of movement. This will also affect flash step. However this will not fully stop anyone. No matter the conditions, even if the user suppress 100 ft of movement. a target is always able to make a 5 ft step. This ability may be taken multiple times and the effects stack.

Oppressive aura perfection:
Must have 4 suppression abilities to take, this ability suppresses the air in the area. All targets in area instantly begin to suffocate. This ability will also affect the user of this ability; the user has no choice to resist his own ability. Suffocation will halt at the point of sleep. This ability is still under the limitation that no suppress ability may be lethal

Selective Oppression aura:
This requires Oppression aura to take. The user can select to leave one target per level out of the oppression, thus leaving them to act normally in the aura.

Greater oppressive aura perfection:
Must have oppressive aura perfection to take, as above save that the user may now target only a single person per five HD within his area of affect. At level 5, he can target 1 person, at level 10 he can target 2 people, 15 lets him hit 3 and 20 gets 4 etc.

Attack Suppressive Aura:
While your aura is active, you remove the damage bonus from statistics from your opponent's attacks. This may be taken multiple times. Each time it is taken, remove 1[BW] from their attacks to a minimum of 0[BW]

PESTILENCE TYPE

Contagion: You may target one creature within melee range as a standard action. If Injured by your attack, they are subject to a fortitude save (constitution based) or contract one of the following diseases.

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	See Text	1d2 days	1 Con	1d4 Con
Small pox	See Text	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	See Text	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	See Text	1 day	1d2 Str	1d2 Str and 1d2 Con
Necrotizing faciitis	See Text	1d6 days	1 Con	1d3 Con
West Nile virus	See Text	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con
Salmonellosis	See Text	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

Roll 1d8 to determine what disease is contracted. If an 8 is rolled 2 diseases are contracted, ignore future rolls of 8. the DC of the diseases in question are equal to 15 + Character Level + Constitution Modifier to resist and is always contracted on Injury.

Improved Contagion: Requires Contagion to take. Diseases do not have an incubation period for those that are effected by your Contagion ability. They take effect immediately

Advanced Contagion: Requires Contagion to take. You now deliver your contagion at close range (25 ft + 10 ft / 2 Levels). It can now be contact based instead of injury based.

Mass Contagion: Requires Advanced Contagion to take. Your Contagion can now effect everyone within a 20ft burst of you.

Greater Contagion: Requires Contagion to take. Your contagion's initial DC is increased by 2. This may be taken multiple times to increase the DC by an additional 1.

Superior Contagion: Requires Improved Contagion to take. The secondary damage happens every other round rather than every day.

Selective Contagion: Requires Contagion to take. You may select which disease you give your target or targets.

Disease Carrier: Requires Contagion to take. Your diseases are in your blood and those that attack you in melee risk contracting them just from being around you. Each time you are dealt damage by a melee or unarmed attack, the attacker must roll a fortitude saving throw (constitution based) or contract a random disease from the chart above.

Mass Disease Carrier: Requires Disease Carrier to take. Instead of just the attacker being effected by your diseases, all opponents within 5 feet are effected and subjected to the fortitude save to resist contracting a disease. You may take this ability multiple times to increase the area by 5 feet.

Enfeebling Strike: Your attack forces a fortitude save (Constitution Based) or deals 1 strength or dexterity damage (Chosen when this ability is taken). You may only make one Enfeebling Strike per round, and making one is a Standard action.

Greater Enfeebling Strike: Requires Enfeebling Strike to take. Your ability damage increases to 1d2

Superior Enfeebling Strike: Requires Greater Enfeebling Strike to take. Your ability damage increases to 1d3

Swift Enfeebling Strike: Requires Enfeebling Strike to take. You may make an additional Enfeebling Strike in a round.

Twin Enfeebling Strike: Requires Enfeebling Strike to take. Your enfeebling strike now does both Strength and Dexterity damage.

Nauseating Strike: Requires Sickening Strike to take. Your attacks have a chance to nauseate your opponent. Upon being hit, they must make a constitution based fortitude save or become nauseated for one round. You may take this multiple times to increase the time by one round, or the DC of the check by 1. You may use either Nauseating Strike or Sickening Strike at will but only once per round.

Sickening Strike: Your attacks have a chance to Sicken a target. Upon being hit they must make a constitution based fortitude save or become sickened for one round. You may take this multiple times to increase the time by one round or the DC of the check by 1. You may use either Nauseating Strike or Sickening Strike at will but only once per round.

Remove Disease: Being the bringer of contagion, you can also remove contagion as well. Your Zanpakutou may allow you to *remove disease* as the spell. This may be done at will as long as your Zanpakutou is released.

Remove Condition: Your Zanpakutou can remove the conditions Nauseated and Sickened from a target at will as long as your Zanpakutou is released.

PLANT TYPE

Create Vegetation:
As a standard action, you may stab the ground, sending new vegetation throughout the area in a 5' radius per level. This effect allows you to use other Plant abilities. This ability may be taken multiple times, each time after the first adds an additional 5' per level.

Swift Create Vegetation:
You may use Create Vegetation as a swift action.

Entangle:
As the spell, Strength check and Escape Artist check is Wisdom Based. May be taken multiple times, each additional time increases the DC by +1 and increases the radius by 10'

Vicious Vines:
Requires Entangle. Your entangle spell also gains the effects of Black Tentacles in addition to normal effects. Grapple check is 4 + your level + wisdom, damage is Zanpakutou damage + Wisdom. You may take this multiple times to increase the Black Tentacles effect's strength by 4 or the area it effects by 5 feet.

Magical Vines:
Requires Vicious Vines. You may apply an effect from another Shikai type to your vines. The effects include only effects that are used in an melee attack. Such as Greater Wounding, Drain Reiatsu, Flame Blade, et cetera.

Improved Magical Vines:
Requires Magical Vines. You may apply a second effect from another Shikai type to your vines.

Wall of Thorns:
Requires Vicious Vines. As the spell, damage is based on Maximum Zanpakutou damage. If Magical Vines or Improved Magical Vines is possessed, those going through the wall are effected as if hit by them.

Barkskin:
Barkskin toughens a creature's skin. As a standard action, the effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. May be activated or deactivated as a standard action.

Tree Shape:
Requires Barkskin. By means of this ability, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Wood Shape:
Wood shape enables you to form one existing piece of wood 10cu feet + 1cu Feet per level into any shape that suits your purpose as a standard action. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work. Requires Barkskin.

Repel Wood:
Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range (60 foof Line). Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects. This effect lasts as long as you will it to last, and can be begun and ended as a standard action. Requires Wood Shape.

Splinter Bolt:
Requires Repel Wood and Brambles. You may fire 1 Splinter bolt, it deals damage equal to your base Zanpakutou damage and imposes a -2 to defense, attack rolls, and reflex saves, penalties that stacks. A successful reflex save negates the penalty. DC (Wisdom Based). You may take this multiple times. Each time increase the number of bolts that can be fired by 1.

Wooden Sword:
Your weapon takes on the appearance of wood, and for the purposes of effects is wood. It's damage is changed to Bludgeoning and it deals an additional damage per damage dice you deal.

Entangling Weapon:
Requires Wooden Sword and Vicious Entangle. Your weapon has the ability to use Entangling Staff at will. Damage is as if using Vicious Vines. The bonus on grapple checks is ½ Level + Wisdom.

Brambles:
Requires Wooden Sword. Your weapon sprouts thorns, dealing +1 damage per level (Max +10). May be taken multiple times, each time after the first increases the capacity by +5.

Quill Blast:
Requires Brambles. As a standard action, creatures within 20 feet of you are hit by a number of quills equivalent to their size (Tiny or smaller 4 quills, Small 6 quills, Medium 8 quills, Large 10 quills, Huge or larger 12 quills.) Small or larger creatures that make a Wisdom based reflex save are only hit by half the quills. Tiny or smaller creatures that make the save are spared the entire effect. Each quill deals 1[BW] damage and lodges itself into the victims causing a cumulative -1 penalty to Attack Rolls, Defense, Saving Throws, and Core Skill Checks (Max -5). All quills can be safely removed with a DC (15 + Level) Treat Injury Check. Removing the quills otherwise causes your 1[BW] Damage again. You may take this ability multiple times to add 1[BW] damage up to the maximum damage that your Zanpakutou can produce. Each quill's damage is reduced in damage by the damage reduction of the targets.

Cocoon:
Requires Improved Magical Vines and Regeneration (see Healing Type). If the Shinigami is struck for damage that would slay them, they are instantly wrapped in a cocoon for 1round per level. This cocoon keeps out all things (Kido, Living and Non Living matter, Gasses etc.) for one minute per (2x level) divided by 6 (IE a level 18 Shinigami would keep out all living things for 6 minutes). After 1 round per level have passed the Shinigami emerges fully healed and the cocoon disappears. This ability triggers once per day, and you may take this ability multiple times to gain bonus uses of this ability.

POISON TYPE

"To strip movement from the four limbs of whatever it cuts... that is the power of my Ashisogi Jizou."
--Kurotsuchi Mayuri, 12th Division Captain

Poison-type Zanpakutou excrete and make use of poisons based around the shinigami's own body and constitution. They use the poisons to cripple or even kill their targets.

Excrete Poison:
As a move-action, the Zanpakutou excretes a poison that coats the blade. The poison is injury based, and is expended after the first hit. The poison does one point of ability damage as initial damage and 1d2 points of ability damage as secondary damage. The type of ability damage is specified at the time this Zanpakutou ability is taken. The wielder of the Zanpakutou cannot be poisoned accidentally, the poison is derived from their body and they are completely immune to its effect. The Fortitude Save DC for the poison is constitution based. This ability may be taken multiple times, each time it gives the Zanpakutou the ability to excrete a different poison that damages a different ability score. You may not excrete the same poison again until the poison has been completely used up, whether or not the poison was successful.

Swift Coat:
This requires the Excrete Poison ability to take. It allows you to excrete a coat of poison on your Zanpakutou faster. You may coat your Zanpakutou with poison as a swift action. This applies to any poisons you can use.

Lingering Poison:
This requires the Excrete Poison ability to take. The coats of poison your Zanpakutou excretes last longer than normal. The poison coat lasts for an additional successful attack. This ability may be taken multiple times; each time it is taken it increases the amount of successful attacks the poison coat lasts for by one. This ability only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Change Poison Derivation:
This requires the Excrete Poison ability to take. It changes the ability score the DC of your poison is set to. This functions for only one poison. If you excrete more than one poison this must be taken multiple times for each poison.

Change Poison Function:
This requires the Excrete Poison ability to take. It allows you to change the type of saving throw required by a poison to either Reflex or Will (Reflex-based poisons use excessive coats of potent poison where trying to turn aside as much of the blade as possible is far more effective than trying to resist it, and Will-based poisons attack the mind itself, and thus can be thrown off through sheer force of will). This ability only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Versatile Poison: This requires the Excrete Poison ability to take. It allows you to excrete poison that is contracted by another method, either ingestion or contact. Each time you take this ability, you may choose
another method of contraction. Each time you materialize your poison, you may select the contraction method it will use. This applies to one of your poisons and may be taken multiple times to add this ability to another of your poisons. Also, you may remove the poison from your blade and apply it to another object, if so desired.

Inhaled Poison:
This requires the Excrete Poison and Versatile Poison ability. It allows the poison you materialize to instead linger in the air for one round, affecting enemies adjacent to you. Using this is a full-round action.

Poison Cloud:
This requires Excrete Poison, Versatile Poison and Inhaled Poison. It allows you to either extend the cloud of poison by 5 feet when using the Inhaled Poison ability or to extend the duration for one round each time it is taken.

Improved Virulence:
This requires the Excrete Poison ability to take. It increases the potency of one kind of poison the Zanpakutou can create. Either the save DC increases by 1, or the die goes up by one size (Max 3d6). This ability can be taken multiple times for either effect.

Greater Virulence:
This requires Improved Virulence. You may combine two types of ability damage you can use with Excrete Poison into one poison. Each time this ability is taken, you may combine one additional type of poison. All poisons combined use the lowest die type and the lowest save of any poison combined; the die type, however, is improved by one size for each poison combined, and the save is increased by +1 per combined poison. You may choose not to combine poisons when poisoning your blade.

Superior Virulence: Combined poisons can now also combine effects from the Strange Toxin tree.

Rapid Poison Cloud: Each time taken, this reduces the time needed to use Inhaled Poison, first to standard, then move, then swift action.

Greater Poison Cloud: This requires Inhaled Poison and Rapid Poison Cloud to have been taken three times. Your Poison Cloud is an emanation that lasts 3 rounds before needing to be activated again. You may take this multiple times to increase the duration of the emanation by 1 round.

Superior Poison Cloud: This requires Inhaled Poison and Greater Virulence. Your Inhaled Poison may now use any combined poison you have access to, and Superior Virulence applies.

Strange Toxin: This requires the Excrete Poison ability to take. The poisons your blade secretes have unusual effects; each time you take this ability, you can either change the save required to Reflex or Will or add an additional effect to your poison. This effect can be fatigue,

dazing, the shaken condition, or the sickened condition. Such an effect requires an additional Fortitude save to resist. These effects do not stack with themselves or each other on the same poison type (so your Dex poison could sicken and your Strength poison could fatigue, but you couldn't have an Int poison that dazes and fatigues). They last for one round each.

Improved Strange Toxin: This requires Excrete Poison and Strange Toxin. Each time you take this ability, you upgrade one of the effects of Strange Toxin. Fatigue becomes exhaustion, dazed becomes stunned, shaken becomes frightened, and sickened becomes nauseated. You could also choose to remove the second save (so one save determines all) or improve its DC by 1.

Greater Strange Toxin: This requires Strange Toxin to be taken for both Reflex and Will save options. Whenever an opponent is struck by your poisoned Zanpakutou, he must immediately make a Fortitude save or suffer its effects (as standard). In the next round, he must make a Reflex save or suffer its effects again. In the next round, he must make a Will save or suffer its effects again.

Evil Poison: This requires Strange Toxin to be taken for both Reflex and Will save options and Excrete Poison for all six ability scores. As a full-round action, you may make a single poisoned attack that deals 1d6 points of damage to every ability score and paralyzes an enemy for one round. This effect requires a Fort, Ref, and Will Save to avoid. This ability can be taken multiple times. Each time taken either increases the DC of all saves by 1, the damage by 1d6 (Maximum 2d6), or the paralysis duration by one round.

Murderous Flower of Eden: This requires Evil Poison and Superior Venom Cloud. Evil Poison may be used with Inhaled Poison.

PRIMAL TYPE

NOTE: Attacks in this type do not gain extra attacks through unarmed strike ranks. What you see is what you get.

Animal Form:
You gain Animal Form as a feat whether you meet the prerequisites or not while your Zanpakutou is released. You can go back and forth at will between your animal form and your human form. This may be taken multiple times, each time you take this you may choose another animal form.

Improved Animal Form:
Requires Animal Form to take. You can become a large or tiny creature with your Animal Form. You may take this multiple times to gain more size categories in each direction (IE 2 takings of this give you Huge creatures and Diminutive creatures.) You cannot become greater than Colossal or smaller than Fine with this ability.

Improved Animalistic Strength:
While you are in your animal or were-form, your Strength increases by 4. You may take this multiple times, each time add 2 to the bonus.

Improved Animalistic Dexterity:
While you are in your animal or were-form, your Dexterity increases by 4. You may take this multiple times, each time add 2 to the bonus.

Improved Animalistic Constitution:
While you are in your animal or were-form, your Constitution increases by 4. You may take this multiple times, each time add 2 to the bonus.

Were-Form:
This requires Animal Form and one other primal type ability to take. You may assume a hybrid form with one of your animal forms as a move action. You are either small, medium or large when in this form (if the animal in question is tiny or smaller you are small, if they are medium or large you are medium, if they are huge, gargantuan or colossal you are large while in were form. Do not adjust statistics for size.)While in that form you gain a bonus to all physical statistics equal to the number of Primal Type abilities you have. You also gain two claw attacks dealing 1d6 damage + 1d6 damage per 5 ranks of unarmed attack you have, as well as a bite attack that deals 1d8 damage + 1d8 damage per 5 ranks of unarmed attack you have. The claw attacks are your secondary attack. While in your were-form, you lose your Zanpakutou as it melds into your new form. At the end of your form it appears in your hand.

Were-Form Efficiency:
This requires Were-Form to take. While in your were-form, you may make a full attack action with your two claws and bite at a -2 penalty to attack rolls instead of a -5.

Improved Were-form Efficiency:
This requires Were-form efficiency to take. While in your were-form, your full attack action with your two claws and bite attack receives no penalty.

Bite of the Serpent:
Requires animal form to take. Your bite attack in animal and were-form your bite has a chance to poison the target. The taget must make a Fortitude save (Constitution based) or take 1 constitution damage. One minute later they must make another fortitude save (Constitution based) or take 1d4 constitution damage.

Bite of the Rat:
Requires Were-Form to take. Your bite attack in animal and were-form now has a chance to cause disease in your target. The target is allowed a Fortitude save to resist after 1d3 days. If they fail the save they take 1d3 Constitution damage and 1d3 dexterity damage. The DC is constitution based.

Serpent's Tail:
Requires Were-form to take. While in your animal or were-form, you gain a secondary tail attack that deals 1d8 damage + 1d8 damage per 5 ranks of unarmed strike you have.

Wings of the Eagle:
Requires Primal Form to take. You gain a pair of wings in your were-form that allow you to fly at twice your land speed with a maneuverability of good.

Improved Wings of the Eagle:
Requires Wings of the Eagle to take. You gain a pair of Wing Buffet attacks that deal 1d6 damage + 1d6 damage per 5 ranks of unarmed strike you have.

Horns of the Ram:
Requires Were-Form to take. You gain a gore attack that deals 1d8 damage + 1d8 damage per 5 ranks of unarmed strike you have.

Hooves of the Gazelle:
Requires Were-form to take. You gain a bonus to your land speed equal to 10 feet. You may take this multiple times. Add 10 feet to the bonus each time.

Serpent's Grip:
Requires Serpent's Tail to take. While in animal or were-form, you have the improved grab special ability. If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Grip of the Python
Requires Serpent's tail to take. You may constrict any grappled opponent while you're in your animal or were-form. A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is equal to your tail attack damage. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Rhino Rush:
Requires improved animal form at least once. You gain the Trample special ability while in animal or were-form. As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a –4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.
A trample attack deals bludgeoning damage (the creature's zanpakutou damage + 1-1/2 times its Str modifier). The creature's descriptive text gives the exact amount. Trampled opponents can attempt attacks of opportunity, but these take a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.
The save DC against a creature's trample attack is Strength based. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Primal Form:
Requires Were-Form and three other Primal Type abilities to take. While in your Were-form, your physical statistic bonuses from were-form are doubled and your natural attack damage is increased by one size category.

Primal Regeneration:
Requires Primal Form to take. You gain Fast Healing 5 while in your Were-form. You may take this multiple times. Each time it's taken you gain +1 fast healing.

Primal Skin:
Requires Primal-Form to take. You gain damage reduction 5/- while in your were-form that stacks with other forms of damage reduction. You may take this multiple times to gain +1/- Damage reduction.

Primal Armor:
Requires Primal Form to take. You gain Natural Armor equal to the number of Primal Type abilities you have on your Zanpakutou.

Breath of the Dragon:
Requires 3 other primal abilities to take. You gain a breath weapon that deals 2d6 elemental (Choose Fire, Cold, Electricity, Acid, Sonic, Force, Water, Psychic or Negative Energy)damage and allows a reflex save (constitution based) for half damage. The reflex save is constitution based. This breath weapon is either a 60 foot line or a 30 foot cone. This must be decided upon taking this ability the first time, it cannot be changed afterward. You must wait 1d4 rounds before using it again. This may only be used in your animal or were-forms. You may take this ability multiple times to up the DC of the Reflex save by 2 or to add 2d6 more damage to the attack.

Skin of the Dragon: Requires 2 other primal abilities to take. Choose one element (Fire, Cold, Electricity, Acid, Sonic, Force, Water, Psychic or Negative Energy) You gain resistance 10 to that element. This may be taken up to three times for each element.

PROJECTILE TYPE

"The essence of Senbonzakura is that its several hundred millions of blades have no angle they cannot reach, creating the perfect attack from all directions."
--Kuchiki Byakuya, 6th Division Captain
Projectile-type zanpakutou acquire abilities based around attacking at range and distance and effecting large areas of enemies.

Improved Ranged Form: Requires Ranged Form. You use normal zanpakutou damage on ranged attacks and can apply your Dexterity to damage. Range increases by 30ft. Switching to ranged form does not provoke attacks of opportunity.

Greater Ranged Form: Requires Improved Ranged Form. You still threaten adjacent spaces and your range increases by 30 feet..

Superior Ranged Form: Requires Improved Ranged Form. You can threaten both adjacent spaces and one five-foot square within your first range increment. Opponents are aware they are threatened. Range increases by 30ft. Switching to ranged form is a swift action.

Perfect Ranged Form: Requires Superior Ranged Form. You can, instead of threatening adjacent spaces, threaten eight five-foot squares within your first range increment. Changing what spaces are threatened is a move action. Opponents are aware they are threatened. Range increases by 30ft. Switching back to melee form is a swift action.

Air Swordsman: This requires at least four Projectile abilities to take. As a full-round action, you can make a single projectile attack as though your opponent was flat-footed.

Improved Air Swordsman: This requires Air Swordsman. You can make a single Air Swordsman attack as a standard action.

Greater Air Swordsman: This requires Improved Air Swordsman. As a full-round action, you can make a full projectile attack as though your opponent was flat-footed.

Line:
This allows the zanpakutou to attack in a 100-foot line as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (Intelligence Based) for half damage. It may be taken multiple times; it increases the range by 50 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cone:
This allows the zanpakutou to attack in a 60-foot cone as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (Intelligence Based) for half damage. It may be taken multiple times; it increases the range by 30 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Burst:
This allows the zanpakutou to attack in a 20-foot burst centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (Intelligence Based) for half damage. It may be taken multiple times; it increases the range by 10 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Wall:
This allows the zanpakutou to create a 50-foot long, 5-foot thick wall which can be placed anywhere within a medium range increment of the wielder as a standard action, dealing its normal damage to all in range or who attempt to pass through it. Everyone in range may make a reflex save (Intelligence Based) for half damage. The wall lasts for 3 rounds, and the zanpakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the length of the wall by 25 feet, the width of the wall by 5 feet, or the duration by 1
round every time it is taken. You do not gain your strength bonus when attacking in this fashion. You still retain the AC bonus from your zanpakutou while a wall is formed.

Emanation:
This requires either the Burst ability or two Projectile abilities. This allows the zanpakutou to attack in a 20-foot emanation centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (Intelligence Based) for half damage. The emanation lingers for 3 rounds, and the zanpakutou may not be used during the time the emanation lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases the emanation by 5 feet or the lingering effect by 1 round every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cylinder:
This requires either the Burst ability or two Projectile abilities. This allows the zanpakutou to attack in a 20-foot, 40-foot tall cylinder on any point within a short range increment as a standard action, dealing its
normal damage to all in range. Everyone in range may make a reflex save (Intelligence based) for half damage. It can be taken multiple times; it either increases the range increment to medium and then long or increases the range by 5 feet or the height by 10 feet. You do not gain your strength bonus when attacking in this fashion.

Shaping:
This requires at least three Projectile abilities to take. It allows the wielder to alter the area and effects of any of the following abilities: Cone, Burst, Emanation, or Cylinder. The alteration consists of creating spaces within the ability's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, abilities shaped in this way have a minimum dimension of 5 feet.

Increased Mass:
This requires at least one Projectile ability that is not change form. When using any of the area-effect Projectile abilities, increase the damage by 2d6. Also, this removes 10% of the chance any wind based defense has of blowing the projectile aside. You may take this ability more than once, it's effects stack.

Mighty Projectile:
This allows you to add your strength bonus to Projectile attacks and damage

Precise Projectile:
This allows you to add your dexterity bonus to Projectile attacks and damage.

Calculated Projectile:
This allows you to add your Intelligence bonus to Projectile attacks and damage.

PRUDENCE TYPE

Prudence: As long as you are not outnumbered, you gain +1d6 untyped damage to all attacks. You also gain a +2 bonus on Defense, Fortitude, Reflex and Will saves. You cannot have Prudence and Bravery at the same time.

Greater Prudence: Requires Prudence to take. Your bonus to damage increases to +2d6. Your bonus to Defense, Fortitude, Reflex and Will becomes +4

Superior Prudence: Requires Greater Prudence to take. Your bonus to damage increases to +3d6. Your bonus to Defense, Fortitude, Reflex and Will becomes +6

Respectful Dissonance: You may give up an attack of opportunity to gain 5 temporary hit points. You may take this multiple times to increase the number of temporary hit points gain by 5. Temporary Hit points stack, but cannot go above your maximum hit points (IE if you have 150 maximum hit points, you cannot have more than 150 temporary hit points).

Prudent Endeavor: You may give up attacks per round to deal extra damage on one attack. Give up any number of attacks per round. Per attack given up you deal 1d6 extra untyped damage and gain a +2 bonus to hit.

Improved Prudent Endeavor: Requires Prudent Endeavor to take. Your extra damage increases to 2d6 per attack given up and your bonus to hit increases to +4

Greater Prudent Endeavor: Requires Improved Prudent Endeavor to take. Your extra damage increases to 3d6 per attack given up and your bonus to hit increases to +6

Bravery: While you are outnumbered, you gain +1d6 untyped damage to attacks. You also gain a +2 bonus on Defense, Fortitude, Reflex and Will saves. You cannot have Bravery and Prudence at the same time.

Greater Bravery: Requires Bravery to take. Your extra damage increases to +2d6. Your bonus to Defense, Fortitude, Reflex and Will becomes +4

Superior Bravery: Requires Greater Bravery to take. Your extra damage increases to +3d6. Your bonus to Defense, Fortitude, Reflex and Will becomes +6

Virtue: You may surrender your damage reduction for a round to heal your allies. For every 2 damage reduction sacrificed, you may heal a target 1d6 damage. The damage reduction sacrifice lasts for 1d4+1 rounds.

Improved Virtue: Requires Virtue to take. Your healing is now 1d6 per damage reduction sacrificed.

Greater Virtue: Requires Improved Virtue to take. Your sacrificed damage reduction returns in 1d3+1 rounds instead of 1d4+1.

Superior Virtue: Requires Greater Virtue to take. You now heal 2d6 damage per damage reduction sacrificed.

Prudent Phalanx: When you are outnumbered and adjacent to more than one ally, you and those allies gain a +2 bonus to Defense, Fortitude, Reflex and Will. This may be taken multiple times to increase the bonus by 2.

Improved Prudent Phalanx: Requires Prudent Phalanx to take. When you are outnumbered and adjacent to more than one ally, you and those allies gain Fast Healing 5. You may take this multiple times to increase the fast healing gained by 2.

Greater Prudent Phalanx: Requires Prudent Phalanx to take. When you are outnumbered and adjacent to more than one ally, you and those allies gain +2/- to your existing damage reduction. You may take this multiple times to increase the gained damage reduction by 1/-

Gained Bravery: While you are fatigued or exhausted, you gain a bonus to attack rolls and damage rolls equal to your spellscore modifier.

Improved Gained Bravery: Requires Gained Bravery to take. While you are fatigued or exhausted, you gain a bonus to Fortitude and Reflex saves equal to your spellscore modifier.

Greater Gained Bravery: Requires Improved Gained Bravery to take. While you are fatigued or exhausted, you gain fast healing 3. You may take this more than once to increase the fast healing by 2.

Prudent Formation: While you are flatfooted or flanked, you gain a bonus to your defense equal to your spellscore modifier.

Improved Prudent Formation: Requires Prudent Formation to take. While you are flatfooted or flanked, you are not subject to sneak attack unless the attacker is four or more levels above you. This may be taken more than once to increase the level required to sneak attack you by one.

Greater Prudent Formation: Requires Improved Prudent Formation to take: While you are flatfooted or flanked, you gain a bonus to attack rolls equal to your spellscore modifier.

SAND TYPE

Sand Manipulation:
This ability allows the character to create a mass of sand equal to 5 times his body weight as part of releasing his zanpakutou. The character's Zanpakutou disappers upon release. The sand floats harmlessly around the character when first released. Using the sand around him, the character is able to form shapes of sand to attack his enemies. The character can use a mass of sand equal to his body weight to deliver an attack within 30 feet. The character still threatens only the squares adjacent to him despite the range of this attack. The attack deals damage equal to your zanpakutou's damage. The character can only manipulate an amount of sand equal to the sand created by the character's Sand Manipulation ability a turn. The sand also gains a +4 bonus to grapple checks. This ability may be taken multiple times, each time the attack increases in size by 1[bw] and the range by 10 feet.

Improved Sand Manipulation:
Requires Sand Manipulation. The amount of sand the character can manipulate increases by 1x body weight. This ability can be taken multiple times. It's effects stack.

Sand's Embrace:
Requires Sand Manipulation. So long as the character remains within 30 feet of any sand, including his own, but not including sand used for other effects, the character gains a +4 deflection bonus to defense against all attacks targeting him. In addition, the character can move up to 5 times his body weight of sand with him for all forms of movement except Flash Step, unless he possess the Powerful Flash Step feat. This ability can be taken multiple times, each time adds +2 to the deflection bonus gained.

Sand Armor:
Requires Sand Manipulation and Sand's Embrace. The character may protect himself with a layer of sand as a move action. Doing so increases his DR by 5/- and increases his fire and electricity resistance by 5. This ability lasts until dismissed or until knocked unconscious. This ability uses up the character's weight in sand for as long as the ability lasts.

Sandstorm:
Requires Sand Manipulation. As a standard action, the character can cause sand to pelt all creatures in a 20' wide, 40' tall cylinder in medium range, causing 3d6 damage and halving all land and flight speeds for 3 rounds. This ability uses twice the characters weight in sand to use. Any character with the Sand's Embrace ability is immune to the effects of this ability. This ability can be taken multiple times, either to increase the damage by 1d6, the duration by 1 round, or the area by 5'x10'. It's effects stack.

Sand Cocoon:
Requires Sand Armor. As an Immediate action, the character can create a dome of sand to protect himself or another creature from damage for 1 round. The target gains total cover for as long as the dome lasts. The dome has 10 hardness and 20 hp. Using Sand Cocoon uses an amount of sand equal to the user's body weight until the ability ends. This ability can be taken multiple times, either to increase the duration by one round, the dome's hardness by 5, or the dome's hp by 10. It's effects stack.

Sand Coffin:
Requires Sand Manipulation. This ability uses sand as its main focus to trap a creature (or one of its limb) in sand as a standard action in order to crush it at a later time. If the target fails its saving throw, two things may happen: either the user targeted one of its limb with the sand and the target will be Entangled as per condition of the same name, or the victim is completely covered with sand and held completely immobile and helpless. An immobilized creature cannot move or perform any actions requiring freedom of movement. The creature can attempt to break through the hold each round by spending a full-round action making a Break check (DC 15+character level+strength mod). This ability lasts as long as the user concentrates on it or until the target breaks free. This ability uses twice the target's body weight in sand to immobilize, or one quarter it's weight to entangle.

Desert Avalanche:
Requires Sand Manipulation twice and Improved Sand Manipulation. The user creates a gigantic wall of sand to crush his enemies as a full-round action. From the user's current location, a 40 feet wide and 10 feet tall wave of sand will rush onward at the speed of 45 feet per round the user concentrates. Any creature of Large or smaller caught in the avalanche must succeed a Reflex save or be pushed backward 1d6x5 feet. Creatures of Medium-size or smaller will be pushed backward 2d6x5 feet and must succeed a Fortitude save to avoid being sufficiently buried to be subject for Desert Funeral or Desert Requiem instead. Flying creatures are not affected unless the wave reaches up to them, and Huge or larger creature simply shrug it off. The wave stops once the user stops concentrating. Buried creatures can escape by burrowing as a type of movement or making two Escape Artist checks as a full round action. This ability requires 5 times the user's body weight of sand to use. This ability can be taken multiple times, each time increases the size of creature that can be affected by one step.

Desert Prison:
Requires Sand Cocoon. This ability allows the user to trap the target in a sphere of sand as a standard action for the duration of the ability. The sphere can be moved by the Sand Manipulation ability providing it is light enough. It requires a mass of sand equal to the weight of the target. If the subject fails a reflex save, it is trapped in a compact sphere of sand. It can breathe and move freely around the tight area, but it does not have line of sight or effect to anything other than what's trapped in the sphere. The sphere can be attacked from within at a -4 penalty (defense +12), has a hardness of 10 and 20 hit points. The target can be affected by Desert Funeral or Desert Requiem. This ability can me taken multiple times, either to increase the save dc by 2, the sphere's hardness by 5, the sphere's hp by 10, or make it affect an additional target. Each additional target requires one additional body weight's worth of sand.

Desert Funeral:
Requires Sand Coffin. This ability can only be used on a creature that is held immobilized by Sand Coffin, trapped by Desert Prison, or buried by Desert Avalanche as a standard action. The target takes 2d6 points of damage, ignoring DR. This ability can be taken multiple times, each time adds 1d6 to the damage dealt.

Desert Requiem:
Requires Desert Funeral. This ability can only be used on a creature that is buried by Desert Avalanche or trapped by Desert prison as a standard action. This ability inflicts 4d8 points of damage, ignoring DR, to all creatures affected by those abilities. This ability may be taken multiple times, each time increases the damage by 1d8.

Erosion:
Requires Sand Manipulation and 1 other Sand ability. This ability allows the character to turn a 5' square of dirt or mud into one body weight's worth of sand. This ability can be taken multiple times to increase the types of ground affected, adding clay and then stone.

SONIC TYPE

"Cry out, Suzumushi."
--Tousen Kaname, Former 9th Division Captain

Sonic-type zanpakutou employ sounds to confuse, deafen, and defeat their foes.

Sonic Blade:
This causes the form of the zanpakutou's to vibrate with sonic energy, causing it to inflict sonic damage. Sound Blade may still be used in conjunction with Sonic Blade.

Sonic Form:
This changes the form of the zanpakutou's attacks, causing it to vibrate with sonic energy. For example, Projectile-based Zanpakutou will now do sonic damage, whereas Summon-based Zanpakutou will gain the Sonic subtype and do sonic damage. Sound Blade may still be used in conjunction with Sonic Form.

Sound Blade:
This causes your zanpakutou to emanate deafening sonic force. As a move-equivalent action, you begin the emanation, giving it an additional 2d6 sonic damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Sound Blade:
This requires Sound Blade to take. It grants an additional 2d6 sonic damage when manifesting Sound Blade, for a total of 4d6.

Superior Sound Blade:
This requires Sound Blade and Greater Sound Blade to take. It grants an additional 2d6 sonic damage when manifesting Greater Sound Blade, for a total of 6d6.

Swift Sound Blade:
This requires Sound Blade to take. It allows you to manifest your Sound Blade as a Swift Action.

Sonic Adaptation:
Every time you take this ability, you gain 10 resistance to sonic, to a maximum of 50 for each after taking this ability five times.

Deafening Strike:
This requires either Sonic Blade or Sound Blade. When you deal sonic damage with your attack, your target must make a fortitude save (Constitution Based) or become deafened for 1 round/character level. You may take this ability multiple times; each time increases the DC by 1.

Sound Burst:
This ability is a 10 foot burst that does 2d6 damage and allows a reflex save for half damage. All effected must make a fortitude save or be stunned for 1 round. The fortitude save is calculated the same way as the reflex save. You may take this ability multiple times, each time either increases the damage by 2d6, increases the radius by 5 feet, or increases the save DC by 1.

Modify Sound Burst:
This requires Sound Burst to take. It allows you to change your Sound Burst into a 30 ft. cone or a 60 foot line each time you take the ability. You decide which shape you wish to use when utilizing the Sound Burst. Every 5-foot increase you have with Sound Burst counts as a 10-foot increase for a cone and 15- foot increase for a line.

Sculpt Sound:
You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A kido practitioner who's voice is dramatically changed cannot use kido that require an incantation. People are allowed a will save to resist this ability (Wisdom Based). You may only effect one target per taking of this ability.

Overwhelming Sound:
This requires a sonic ability that does damage. It allows you to exchange lethal damage for twice the amount of d6's in nonlethal damage. Once converted to non-leathal damage you cannot use any other conversions on that round. This ability shuts off at the end of the round it's activated and must be activated again as a swift action.

Create Sound:
This ability requires 3 other sonic abilities to take. You can manipulate sound from 10 decibles (barely audible) to 140+ decibles (Threshold of Pain) Using create sound to create a 140 decible noise inflicts 1d6 sonic damage to all that hear it. Those within 20 feet of you when you create a sound over 140 decibles must make a fortitude save (Constitution Based) or be deafened for 1d6 + 1 rounds. You may take this ability more than once, each time increasing the damage by 1d6.

Blessing of the Thunder:
This requires nine other Sonic Type abilities to take. Instead of taking damage from sound, you heal from it on a three to one basis (IE if you were about to take 30 sonic damage, you would instead heal 10 points of hit point damage).

White Noise:
Requires Create Sound to take. This effects the equilibrium of all that hear it. When this ability is activated as a standard action that provokes an attack of opportunity, all those within hearing distance must make a fortitude save (Constitution Based) or become dazed for 1d6 + 1 rounds. You are not effected by your own white noise.

Improved White Noise:
Requires White Noise to take. Instead of becoming Dazed for 1d6 + 1 rounds, your victims become stunned for 1d4 + 2 rounds. You may choose which effect is activated when activating White Noise.

Mimicry:
You can mimic any sounds you have heard, including voices. This does not enable you to speak a language you are unfamiliar with. To duplicate a specific person's voice, a user makes a Bluff check. A listener familiar with the voice being imitated must succeed an opposed Sense Motive check to discern that the voice isn't genuine. You may take this multiple times to gain a +2 on the opposed Bluff check each time.

Greater White Noise:
Requires White Noise to take. You may choose up to your level's worth of 5 foot spaces to be unaffected by your White Noise.

SPACE TYPE

Centrifugal Force: As a move-equivalent action you can increase the weight of your Zanpakutou. Doing so makes each hit deal an additional 2d6 Untyped Damage.

Greater Centrifugal Force: Increase the bonus to damage to 4d6.

Superior Centrifugal Force: Increase the bonus to damage to 6d6.

Increase Gravity: Your character is treated in many ways as if they just gained one size category, gaining a +4 to Strength, a +2 to Constitution a Natural Armor equal to 1 + The number of times this is taken. You may take this more than once, the effects stack. For each time you take this ability, your weight becomes the norm for your new virtual size category. You may not take Increase and Decrease Gravity at the same time.

Decrease Gravity: Your character is treated in many ways as if they just lost one size category, gaining a +2 to Dexterity, +1 to Attack and Armor Class. You may take this more than once, the effects stack. For each time you take this ability, your weight is multiplied by 75%. You may not take Decrease and Increase Gravity at the same time.

Gravitic Pulse: You force a pulse of pure gravity to move away from you in all directions. This causes a wave of pure force to knock anything within 20 feet from you away from you. The Target moves to the edge of the effect + 10 feet, then an additional 10 feet per size category they are lower than you. Having Increase Gravity counts for this effect. The wave of force hits with such power that it deals one half your character level d6 in damage. If those flung hit anything on their way, they are treated as if they fell the distance. If a target makes a successful Reflex Save (Constitution Based) they take half damage, and are treated as falling 20 feet less if they hit anything (to a minimum of 10 feet or 0 damage). Using Gravitic Pulse is a Standard Action.

Planetary Attraction: As a Move action, you cause a gravity flux to form around you pulling anything within 20 feet of you that is of your size category or smaller towards yourself. The target can make a Fortitude Save with a DC of (Constitution Based) to resist the effect, but if they resist the effect, they cannot move at all on their turn or be sucked in anyway. Attacks made by the user of Planetary Attraction to beings that are flung towards them deal an extra d6 of damage per 3 character levels of the user. Increase Gravity effects your size for this power.

Farsight: As a standard action, you may gain the effects of Clairaudience/Clairvoyance spell. Each time you take this ability beyond the first, you may move the sensor 10ft per round per extra time taken.

Fold Space: You gain a +10 bonus to Flash Step checks, and are always considered to have used a swift action when performing Flash Step.

Black Hole: As a move action, you can cause a 20 foot burst area around you to become a black hole emanating from you until turned off.. A Black Hole crushes it's victims for 1d6 damage per 2 levels, with a Fortitude Saving throw (10 + one half character level + Constitution Bonus) for half damage. Beings that fail their saving throw are also slowed as the spell. If they are already under the effects of the spell, this extra effect does nothing. You may end the effect as as swift action.

Meteor Strike: As a Standard action, you warp space so that a meteor crashes into your target. It deals 1d6 damage per time taken of each Fire, Ice and Bludgening damage (Maximum of 4d6 of each element). The meteor hits in a 20 foot burst, which allows a Reflex save (Constitution Based) for half damage. Take this more than once to increase add 1d6 to each damage type or to increase the area by 10 feet.

Meteor Shower: As a Standard Action, you further warp space so that several meteors (One meteor +1 per times this is taken) Strikes your targets. You can place these 20 foot areas as you like within medium range (100 ft + 10 feet per level) and it deals the same damage each as Metor Strike (with the same maximums as well). Each creature inside the bursts may make a reflex save (Constitution Based) for half damage. You may overlap zones to deal more damage and increase the DC of the Reflex save by 2 per overlap. Must have Meteor Strike and 2 other Space Abilities.

Comet Kimori: This is the same as Meteor Strike, but has no damage Cap and begins at a 40ft area. You may take this several times to increase the size of the area by 20 feet, or increase the Reflex DC by 2, or to add 1d6 of each element of damage. You must have Meteor Strike, Meteor Shower and 2 other Space Abilities to take this.

Gravity Drain: This requires 5 other Space Abilities to take. Make a ranged touch attack against one opponent within 100 feet of you. That opponent is reduced to half their current hit points if they fail a Fortitude saving throw with a DC equal to (Constitution Based) This ability cannot kill.

Zero Shift: This gives an extra swift action to use flash step and negates the weight change of increased or decreased gravity by one step per taking of this ability.

SPIDER TYPE

Spider Climb: The user of this zanpakutou can travel on vertical surfaces, and even ceilings as well as a spider can. They need at least one hand free to climb like this. While your Zanpakutou is released you gain a climb speed of 20 feet, and keep your dexterity bonus to defense even while climbing.

Spider's Bite: You gain a bite attack that deals your Zanpakutou's damage. If used as part of a full attack action, the user can make a bite attack with a -5 penalty to the roll.

Greater Spider's Bite: Requires Spider's Bite to take. Your damage with your Bite attack moves up one die size (d6 becomes d8, d8 becomes 2d6 etc) This may be taken a second time.

Superior Spider's Bite: Requires Greater Spider's Bite to take. Your Bite attack now has a potent poison. A target hit with your Bite attack must make a Fortitude save (constitution based) or take 1d4 Strength Damage.

Spider's Agility: You gain a +10 bonus on all Jump and Tumble checks while your Zanpakutou is released.

Greater Spider's Agility: Requires Spider's Agility to take. You gain a further +10 bonus to all Jump and Tumble checks while your Zanpakutou is released.

Superior Spider's Agility: Requires Greater Spider's Agility. You gain a further +10 bonus to all Jump and Tumble checks while your Zanpakutou is released. You may take this multiple times, granting an additional +5 bonus to Jump and Tumble checks per time taken.

Spider Strike: You may make a leaping attack against a foe while your Zanpakutou is released. To make this leaping attack, you must make a charge attack against the foe, but make a Jump check instead of normal. If you cover the distance to your foe, you deal one half of your total Jump bonus as bonus damage on the attack.

Greater Spider's Strike: Your damage increases to your full total Jump bonus, and adds one half your Strength Modifier as a bonus.

Spider Sense: You gain Tremorsense out to 20 feet per time this ability is taken.

Greater Spider Sense: You gain the Uncanny Dodge feat as a bonus feat while your Zanpakutou is released. If you already have the Uncanny dodge feat you gain Improved Uncanny Dodge as the bonus feat instead while your Zanpakutou is released.

Superior Spider Sense: You gain the Improved Uncanny Dodge feat as a bonus feat while your Zanpakutou is released. If you already have the Improved Uncanny Dodge feat either normally or as a bonus feat, you gain Flash Step Evasion as a bonus feat while your Zanpakutou is released.

Advanced Spider Sense: You gain Flash Step Evasion as a Bonus feat while your Zanpakutou is released. If you already have Flash Step Evasion as a feat or bonus feat, you gain Improved Flash Step Evasion instead as a bonus feat while your Zanpakutou is released.

Spider's Mind: While your Zanpakutou is released, you have Vermin traits.

Spider's Web: You gain the ability to fire a web, as the spell. The area of the web is a 20 foot spread within Medium Range (100 + 10 feet per level). The DC to resist this entangling is Constitution Based and anyone that fails the check is entangled in the web until they can make an Escape Artist check to escape. The web strands are flammable, and a flaming weapon clears a 5 foot area per turn and sets the web on fire. Anyone caught in a flaming web take 2d4 points of fire damage per round unless freed from the web.

Spider's Strength: You may lift far more than you would normally be able to lift while your Zanpakutou is released. Double your lifting capacity. You may take this multiple times. Each time double your carrying capacity again. This is not a tripling, but a true doubling. The maximum times you can take this is a x32 multiplier.

Leaping Spider's Strike
You may make several Spider's Strikes in one round. You may target up to 2 opponents neither of which can be more than 20 feet apart. You make each Spider's Strike as normal, and must make 2 jump checks. Each is resolved separately. If you have the ability to target more than 2 targets with this ability, you may target an opponent you have targeted before. You may take this multiple times to increase the number of opponents you can target by 1 each time.

SUMMONING TYPE

"If I can't hold my sword and run, then I just won't hold it."
--Matsumoto Rangiku, 10th Division Lieutenant

Summoning-type zanpakutou change form into a powerful monster that attacks your foes at your command.

Summon:
Your zanpakutou takes the form of a large, medium or small-sized animal that you specify at the time this ability is taken. It gains all of the attacks and abilities of the animal whose form it takes. It's damage is equal to the base damage of the creature adjusted for the unarmed strike skill. It uses your skills for attack and defense, but it uses it's own statistic modifiers. It has 1/5 of your level's hit points rounded up, and uses it's own constitution modifier for hp if you have the Blooded feat. Its physical ability scores are equal to the creature's normal ability scores. If the summon is destroyed, it can be summoned again as a standard action. A Summon may be dismissed as a free action. While your summon is active, your Zanpakutou is unavailable for use.

Summon Swarm:
This ability counts as the Summon ability for purposes of taking other Summon-based abilities. It allows your zanpakutou to take on the form of a swarm instead of a singular creature.

Greater Summon:
Your zanpakutou may take on the form of a creature either 1 size larger or smaller than normal, gaining all benefits and penalties as normal.
Alternately, it can become a magical beast, aberration, dragon, humanoid, construct, fey, outsider, giant, ooze, plant, undead or vermin. The form it takes is simply the base; it gains none of the special abilities or attacks. This ability may be taken multiple times; it allows larger sizes or smaller sizes or different subtypes. The largest a summon can become is Colossal, the smallest is Fine.

Extra Attack:
This requires the Summon ability to take. Your summon gains another attack. This attack is considered to be a secondary attack, its damage is one step below the summon's primary attack (if the primary attack does 2d8 damage, it does 2d6 damage). This ability may be taken multiple times, each time it is taken it gives another attack. Every two extra attacks decrease the damage by another increment, so if the second and third attacks do 2d6 damage, the forth and fifth will do 1d10 damage, the sixth and seventh will do 1d8 damage, and so on. The second and third attacks gain the full strength bonus to damage, all attacks thereafter gain ½ strength bonus to damage. These attacks may be specified as any kind. Each time this is taken, the summon's Strength or Dexterity is increased by +2.

Increased Mobility:
This requires the Summon ability to take. It increases the summon's base land speed by 10 feet and base flight speed by 20 (if applicable).

Burrowing:
This requires the Summon ability to take. It gives the summon the ability to burrow at ½ its base land speed.

Perfect Burrowing:
This requires the Summon and Burrowing ability to take. It allows the summon to burrow at its base land speed.

Flight:
This requires the Summon ability to take. Your summon gains the ability to take to the air gaining a fly speed of 60 feet with average maneuverability. You may take this ability multiple times, each time gives it an extra 10 feet of movement speed and increases its maneuverability by one step.

Retain Blade:
This requires the Summon ability to take. This allows you to retain a sealed version of your zanpakutou while your summon is manifest. You may attack with it as normal. If you have the Constant Release feat, you gain all of the benefits of the basic form of the zanpakutou but no others.

Improved Retain Blade:
This requires the Summon ability and the Retain Blade ability to take. It allows you to use all of your shikai abilities not directly related to your Summon while using the Retain Blade ability.

Empowered Summon:
This requires the Summon ability to take. This ability allows you to increase any of the ability scores of your summon by +4 or it's natural armor by +2. This ability may be taken multiple times, its effects stack whenever necessary.

Magic Fang:
This requires the Summon ability to take. It allows you to increase the enchantment level of any one of the summon's attacks by +1. This can be taken multiple times, its abilities stack whenever necessary.

Share Abilities:
This requires the Summon ability to take. It allows a summon to make use of any zanpakutou abilities you have that might be applicable, such as most Projectile-type abilities and most element-type abilities. If you have taken Improved Retain Blade, you must decide when the summon manifests which shikai abilities it is using. Those abilities you may not use on your retained zanpakutou so long as the summon remains manifested.

Improved Toughness:
Your summon's health improves by 1/5. It gains +1 natural armor. Its Constitution improves by +2. This ability may be taken multiple times, each time increasing all effects. You cannot take this more times than it takes to make your summon's health more than 100% of yours.

Improved Mobility: This gives your summon a +1 dodge bonus to Defense per 30 feet of land speed it possesses.

Strength of Arms: Requires 6 Summon Type abilities to take. Your summon uses their Strength modifier instead of their Dexterity Modifier for natural weapon attacks

TECHNOLOGICAL TYPE

Animate Objects
This ability functions exactly like the Animate Objects spell, but you can animate only one tiny or small object per round. The object affected needs to have movable points of it's own for this ability to work. This ability can be taken multiple times, each time allows you to animate objects of one size higher (small to medium, medium to large, etc.)

Repairing Attack:
This ability causes the strikes from your Zanpakuto to fix instead of break. When you strike an object with your Zanpakuto, you can choose to have the object suffer no damage, and instead be affected by the Mending spell. Alternatively, you can spend a full-round action that provokes an attack of opportunity to make the object be affected by the Make Whole spell. Any Kido, Shikai or Zanpakuto ability that heals damage can instead repair constructs (Repairing Attack now acts exactly like Healing Attack against Constructs).

Hamper Technology
You must target a technological device to use this ability. Roll 1d100, then add twice your level. If you get a roll of 80 or higher, the technological object is somehow negatively affected (The DM will choose what happens.) If you roll a natural 100, the object explodes, destroying it completely. If an object is too large, defended or complicated, instead of exploding, it just will be noticeably damaged.

Improved Hamper Technology
This ability requires Hamper Technology to take. When you use the Hamper Technology ability, you can choose for the object to explode on a roll of 100 or higher. The roll does not need to be a natural roll for this to work.

Affect Technology
This ability requires Hamper Technology to take. You can try to affect a Technological object to do something you want (Something as simple as recharging a battery, opening an electronically sealed door or something as complicated as bypassing a password on a terminal) You tell the DM what you want to do, and he will assign a number that you must pass for it to work. Roll 1d100 then add twice your level. If you roll a natural 1, the object horribly malfunctions, doing usually the exact opposite of what the character wanted. For example. the battery loses it's capacity, a locked door fuses to the wall, or a computer crashes and needs to be sent back to the company (provided that it's still covered by warranty).

Improved Affect Technology
This ability requires Affect Technology. When using Affect Technology, a natural roll of 1 does not destroy the device, but instead the device does nothing.

Summon Golem
This ability requires animate objects to take. You create a Golem from the ether that does your bidding (Anything from doing laundry to attacking foes). You summon a construct of incredible power. The creature uses the physical stats,

attack ranks, and defenses of the user of this ability +2. It has mental stats equal to one half the user's. The first time this ability is taken you gain a rank one construct. Each taking of this ability increases the rank by 1 culminating at Rank 6. This construct automatically starts with Construct Traits detailed in “Friends and Enemies”. Ordering your Golem is a standard action. You may, at your whim, enter your Golem, as a move action, protecting yourself from damage while the golem is active. If the Golem is destroyed, you take any damage over the golem's hit points, and are thrust out of the golem to the ground. If your Golem is destroyed, you may not summon it again for 1d6+1 rounds. When you use this ability you lose your zanpakutou for the duration of the summoning, which is at the will of the user as long as the zanpakutou is released. Your Golem begins at Small size and gains one size category per rank. Modify it's stats accordingly. This cannot make your Golem beyond Colossal size. You cannot take the Summon type for the shikai abilities gained by your Golem nor can you take Summon Golem.
RANK 1 The character summons a weak construct with: 75 Hit Points, 5 damage reduction, land speed of 30 feet, 2d6 damage in unarmed melee combat, and 2 Shikai Powers.
RANK 2 The character summons a average construct with: 150 Hit Points, 10 damage reduction, land speed of 40 feet, 4d6 damage in unarmed melee combat, and 4 Shikai Powers.
RANK 3 The character summons a strong construct with: 225 Hit Points, 15 damage reduction, land speed of 50 feet, 6d6 damage in unarmed melee combat, and 6 Shikai Powers.
RANK 4 The character summons a powerful construct with: 300 Hit Points, 20 damage reduction, land speed of 60 feet, 8d6 damage in unarmed melee combat, and 8 Shikai Powers.
RANK 5 The character summons a very powerful construct with: 375 Hit Points, 25 damage reduction, land speed of 70 feet, 10d6 damage in unarmed melee combat, and 10 Shikai Powers.
RANK 6 The character summons a extraordinarily powerful construct with: 450 Hit Points, 30 damage reduction, land speed of 80 feet, 12d6 damage in unarmed melee combat, and 12 Shikai Powers.
Special: All Shikai Powers must be chosen the same per rank adding new ones as new ranks are achieved. Once chosen, the abilities cannot be changed.

Improved Summon Golem
One of your summoned golem gains 2 additional shikai powers

Retain Blade:
This requires the Summon Golem ability to take. This allows you to retain a sealed version of your zanpakutou while your summon is manifest. You may attack with it as normal. If you have the Constant Release feat, you gain all of the benefits of the basic form of the zanpakutou but no others.
Improved Retain Blade:
This requires the Summon Golem ability and the Retain Blade ability to take. It allows you to use all of your shikai abilities not directly related to your Summon while using the Retain Blade ability.

Mass Production: Requires Animate Objects, Summon Golem and Retain Blade to take. You may add an additional golem to your repertoire at one rank below your highest level golem. You may take this ability multiple times to increase the number of Golems you have in your repertoire by one. Every 2nd golem reduces the level of the golems by 1 (IE The second golem is one reduced, the fourth golem is one reduced and the sixth golem is one reduced etc)

Assembly Line: Requires Animate Objects, Summon Golem, Retain Blade and Mass Production to take. You may have an additional golem on the field of battle. You may take this multiple times to increase the number of golems you may have on the field at one time by one.

Make Whole: You may use the spell *make whole* as a spell-like ability at will while your Zanpakutou is released by touching your Zanpakutou to the desired target.

TEMPERANCE TYPE

Temperance: If you abstain from damaging any opponents for 1 round, you may grant an ally +2d6 damage on attacks for one round as an immediate action. Abstaining from damage means causing hit point damage or lowering hit points in any way.

Improved Temperance: Requires Temperance to take. The bonus you grant an ally is +4d6 damage

Greater Temperance: Requires Improved Temperance to take. The bonus you grant an ally is +6d6 damage

Superior Temperance: Requires Greater Temperance to take. You may effect a second ally with Temperance. You may take this multiple times to grant this bonus to more allies on a one for one basis.

Chastity: While you refrain from damaging foes, you may grant an ally +2 to Attack and Defense for one round as an immediate action. You may take this multiple times to increase the bonus to attack and Defense rolls by +2.

Improved Chastity: Requires Chastity to take. You may effect a second target with Chastity. You may take this multiple times to increase the number of allies you may apply this to by 1.

Piety: Requires Temperance to take. While you abstain from damaging opponents, you gain a +4 bonus do Defense and +4/- Damage reduction. You may take this multiple times to add +2 to the Defense bonus or +1 to the Damage Reduction.

Improved Piety: Requires Piety to take. While you abstain from damaging opponents, you gain 10 energy resistance to all energy types. You may take this multiple times to increase the energy resistance by 5

Elemental Piety: Requires Piety to take. While you abstain from damaging opponents, you deal elemental damage to opponents attacking you. Choose an element (Fire, Cold, Electricity, Acid, Sonic, Force or Water). You deal 2d6 + Level damage to any opponent attacking you in melee as long as you abstain from damaging opponents. This is an exception to the rule of abstaining from damaging opponents, as you are not causing the damage yourself.

End to Excess: While within 30 feet of you, as long as you abstain from damaging them, opponents lose any temporary hit points they may have gained, or gain in the future while within 30 feet of you. You may take this multiple times to increase the area by 10 feet.

Improved End to Excess: Requires End to Excess to take. While within 30 feet of you, opponents lower any resistance to elements they may have by 10 as long as you abstain from damaging opponents yourself. You may take this multiple times to lower the resistances by an additional 10 or increase the area by 10 feet.

Greater End to Excess: Requires Improved End to Excess to take. While within 30 feet of you, as long as you refrain from damaging opponents, they take a -2 penalty to all saving throws. You may take this multiple times to increase the penalty by an additional -2.

Superior End to Excess: Requires Greater End to Excess to take. While within 30 feet of you, as long as you abstain from damaging them, opponents lower their attack and damage rolls by 2. You may take this multiple times, each time reduce the attack and damage rolls by an additional 2 or increase the area by 10 feet.

Temperance Enhanced: As long as you abstain from damaging opponents, you gain an additional immediate action per round. You may take this multiple times, it's effects stack.

TIME TYPE

Temporal Blade: Your Zanpakutou drains the time away from people it injures and gives that time to you to continue your fight. Whenever you strike an opponent with your Zanpakutou, you cause them to bleed 1d4 Hit Points per round. In response, you gain one half the bleed (Minimum 1) per round as fast healing. Fast Healing gained in this manner reduces at a rate of 1d4 every round. Multiple applications of bleed damage stack as does the healing gained from it. The maximum fast healing gained from this ability is 5. This is also the maximum bleed damage.

Greater Temporal Blade: The bleed damage dealt by your Zanpakutou increases by +1d4. Healing gained in this manner now reduces at a rate of 1d6 every 2 rounds. Must have Temporal Blade. The maximum fast healing gained from this ability is 10. This is also the maximum bleed damage.

Superior Temporal Blade: The bleed damage dealt by your Zanpakutou increases by +1d4, you now gain the entire bleed damage per turn as fast healing. Healing gained in this manner now reduces at a rate of 1d6 every 2 rounds. Must have Greater Temporal Blade. The maximum fast healing gained from this ability is 15. This is also the maximum bleed damage.

Quicken Time: You're Zanpakutou speeds up your personal time, allowing you to move and react much faster than normal. As long as you are wielding, or are in possession of your Zanpakutou, you are effected with the Haste spell. Must have at least 3 other Time Type abilities.

Temporal Jump: You disappear from the time stream and may reappear at will up to your character level in rounds later, and you may move up to 10ft per character level.

Crack in Time: This requires 3 additional time abilities to take. Once per day, you may rewind time a number of rounds equal to your character level. You retain all information gained in those levels and may do things differently the second time. You may take this multiple times to gain additional uses per day.

Precognition: The future is your open book, as such, you gain a small amount of insight to your opponent's next move. You may add a +2 bonus to your Attacks, Damage, Saves or Skill Checks each round. You must choose each round at the beginning of your turn. You may take this ability multiple times, gaining a +2 bonus to another ability.

Greater Precognition: Increase the bonuses you can gain to +4 each. Must have Precognition.

Superior Precognition: Increase the bonuses you can gain to +6 each. Must have Greater Precognition.

Time Schism: Once per round as a move action, you may assign a target within Close (25 ft. + 5 ft./2 levels) range. The target must make a will save with a DC (15 + Character Level + Constitution modifier) or be effected by the Slow Spell. Must have 2 Time Type Abilities.

Time Reaper: As Time Schism, but effects a 30 foot cone in front of you. Must have at least 3 Time Type abilities. Take this ability multiple times to extend the cone 10ft or raise the DC by 2.

Time Devour: As Time Schism, but effects all enemies in a 20 foot radius. You may choose this again to either add 2 to the DC or increase the area by 10ft. Must have Time Schism and 2 Time Type Abilities.

Temporal Reconciliation: As a Free action you may cause your Zanpakutou to begin reversing the injuries on your body gaining Fast Healing 3. Each time you take this ability add 3 to your Fast Healing. This ability last one round per level. You cannot use this ability again for 1d6 rounds.

Temporal Vision: As a standard action, you may look through time to gain the effects of the Foresight spell either on you or an ally. Take this multiple times to increase the number of targets by 1 each time (IE The first time you can only target one person, the second time, two... etc). You must have 4 Time Abilities before you can take this.

Time's Shadow: As a move action you may summon a duplicate from an alternate past to aid you in combat. To do this, you take a -1 on all level dependent numerical values per 1.5 level of the duplicate. (IE If you took a -6 to all level dependent numerical values, your duplicate would have 9 levels). Your Duplicate can never exceed your current virtual level (Character level - Penalties taken). You may take this ability multiple times to add a cumulative .5 to the multiplier (IE Taken twice, this would give you 2x penalty to level ratio, taken 3 it would be 2.5x penalty to level ratio, 4 times it would be 3 times penalty to level ratio). The duplicate lasts till the end of the encounter and cannot create a duplicate of it's own.

WAR TYPE

Kill Zone: As a move action you may release your Zanpakutou to a state of constant battle. This state deals +3d6 untyped damage to your opponents with your Zanpakutou.

Greater Kill Zone: Requires Kill Zone. Your damage increases by +2d6 for a total of +5d6 damage

Superior Kill Zone: Requires Improved Kill Zone. Your Damage increases by +2d6 for a total of +7d6 damage

Swift Kill Zone: This allows you to release Kill Zone as a swift action.

Rage: You may rage as the feat while your zanpakutou is released, and may rage a number of times per day equal to your spellscore modifier regardless of how many times your release your Zanpakutou. This does not use up a use of the Rage feat.

Improved Rage: Requires Rage to take.You gain the Greater Rage feat as a bonus feat while your Zanpakutou is released.

Greater Rage: Requires Improved Rage to take. You gain the Tireless Rage feat as a bonus feat while your Zanpakutou is released

Incite Rage: You may incite rage in others. You may target up to your Spellscore modifier in targets. Each target is entitled to a will saving throw to avoid going into a rage, as the feat. This does not use up a use of the rage feat for the creature effected.

Improved Incite Rage: Requires Incite Rage to take. Those that succumb to your rage effect act as if they had the greater rage feat.

War Form: Requires Superior Kill Zone to take. As a standard action you transform into a creature of war. You gain the following benefits while in your war form.

- You gain a bonus to Strength, Dexterity and Constitution equal to your Spellscore Modifier
- You gain a bonus to attack and damage rolls equal to the number of War Type abilities you have
- You gain Regeneration equal to one half of your level that is overcome by Fire and Acid damage

These bonuses last for a number of rounds equal to 3 + your new constitution modifier. Once this timer is over your Zanpakutou seals itself and you are fatigued. You cannot re-release your Zanpakutou for 2d6+1 rounds. This occurs even if the Zanpakutou is Constantly Released.

Greater War Form: Requires War Form to take. You are no longer fatigued after your War Form ends. Also your timer to re-release your Zanpakutou changes from 2d6+1 to 2d4+1 rounds.

Superior War Form: Requires Greater War Form to take. When you enter your War Form, your bonus to Strength Dexterity and Constitution increases by +2 or your Regeneration increases by +2. You may take this multiple times to increase either the stat bonus by +2 or the Regeneration Bonus by +2.

Blitzkrieg: Requires Superior War Form to take. You may enter your War Form as a move action, and while in your War Form, you gain the ability to fly at twice your base land speed with good maneuverability. If your War Form ends and you are still in the air, you descend at a rate of 60 feet per round for your spell score modifier in rounds before you begin to fall uncontrollably.

Improved Blitzkrieg: Requires Blitzkrieg to take. While flying in your War Form, you may make Zanpakutou attacks at medium range (100 feet + 10 feet per level). You can only make one such attack per round. These attacks must be made against targets on the ground or who are below you in the air. They cannot be made against anyone above you. They can be made against those at the same level as you.

Superior Blitzkrieg: Requires Improved Blitzkrieg to take. You may make your Improved Blitzkrieg attacks against any opponent within range. You are still limited to one attack per round.

Extended Blitzkrieg: Requires Improved Blitzkrieg to take. Your Improved Blitzkrieg attacks may be done at long range (400 feet + 40 feet per level) instead of medium range.

Perfect Blitzkrieg: Requires Extended Blitzkrieg to take. You may make an additional Blitzkrieg attack in a turn. You may take this multiple times to make additional attacks up to your maximum attacks per round.

Aura of Battle: While your Zanpakutou is released, you grant all allies within 30 feet of you a bonus on all bull rush, disarm, sunder and trip attempts equal to your spellscore modifier. You may take this multiple times to increase the area by 30 feet. You are not counted as an ally for this effect.

Aura of Fortitude: While your Zanpakutou is released, you grant all allies within 30 feet of you a bonus on fortitude saves equal to your spellscore modifier. You may take this multiple times to increase the area by 30 feet. You are not counted as an ally for this effect.

Reflexive Aura: While your Zanpakutou is released, you grant all allies within 30 feet of you a bonus on reflex saves equal to your spellscore modifier. You may take this multiple times to increase the area by 30 feet. You are not counted as an ally for this effect.

Bastion of Will: While your Zanpakutou is released you grant all allies within 30 feet of you a bonus on will saves equal to your spellscore modifier. You may take this multiple times to increase the area by 30 feet. You are not counted as an ally for this effect.

Motivation: Choose one statistic. While your Zanpakutou is active, you grant all allies within 30 feet of you a bonus on all checks involving that statistic or core skills involving that statistic equal to your spellscore modifier. You may take this multiple times to increase the area of this effect by 30 feet or to add another statistic to your bonus. You are not treated as an ally for this effect.

Move the Army: While your Zanpakutou is released, you grant all allies within 100 feet of you a bonus to movement speed equal to five times your spellscore modifier in feet. You may take this multiple times to increase the area by 100 feet. You are not treated as an ally for this effect.

Rally the Troops: Once per day per point of spellscore modifier, you may grant all allies within 50 feet of you temporary hit points equal to five times your spellscore modifier. You are not treated as an ally for this effect. Multiple releases of your Zanpakutou do not reset the number of uses you have of this ability and temporary hit points granted with this ability do not stack with each other, use the highest temporary hit point total.

Steady the Hands: Choose one Base Combat Skill. While your Zanpakutou is released, all allies within 30 feet of you gain a bonus to that skill equal to your spellscore modifier. You do not count as an ally for this effect. You may take this multiple times to increase the area by 30 feet or to add another Base Combat Skill to your list.

Steady the Nerves: Choose one Base Reaction Skill. While your Zanpakutou is released, all allies within 30 feet of you gain a bonus to that skill equal to your spellscore modifier. You do not count as an ally for this effect. You may take this multiple times to increase the area by 30 feet or to add another Base Reaction skill to your list.

Aura of Resistance: Choose one Energy Type (Fire, Acid, Cold, Electricity, Sonic, Water or Force). While your Zanpakutou is released, all allies within 30 feet of you gain resistance to that energy type equal to five times your spellscore modifier. You do not count as an ally for this efffect. You may take this multiple times to increase the area by 30 feet or to add another element to your list.

WATER TYPE

"But Kyouka Suigetsu is a flower water-type Zanpakuto that uses diffused reflection in mist and flowing water to confuse enemies and create war between comrades... isn't that what you told me, Captain Aizen?"
--Kotetsu Isane, 4th Division Lieutenant

Water-Type zanpakutou have several abilities. Some use the power of mirage and deceit to confuse their foes, while others utilize the untamed fury of water to devastate their enemies.

Water Walk:
This ability functions identically to the 3rd level Cleric spell, except it allows you to choose whether or not you immediately move towards the surface while submerged. If you choose to remain underwater, you may walk through the water as if you were walking on land, and may step through the water as if under the affect of the Air Walk spell and walking through air. This does not allow you to breath underwater if you cannot already do so. This effect is constantly active, and lasts until you reseal your zanpakutou.

Bestow Water Walk:
This allows you to bestow Water Walk on your allies. Bestowing Water Walk is a Standard Action that does not provoke an attack of opportunity, and it lasts for 1 round/character level.

Swift Bestow Water Walk:
This requires Bestow Water Walk to take. It allows you to Bestow Water Breathing as a swift action.

Create Water:
This ability functions identically to the 0-level Cleric spell, but it instead allows you to create 5 cubic feet of water (approximately 24 gallons) as a standard action. You may take this ability multiple times; each time increases the amount of water you can create by 5 cubic feet.

Swift Create Water:
This requires Create Water to take. It allows you to use the Create Water ability as a Swift Action.

Control Water:
This functions identically to the 4th level Druid spell, except that it affects a 100 ft. by 100 ft. area. You may take this ability multiple times; each time increases the affected area by 50 feet. It takes a standard action to manifest this ability.

Animate Water:
This requires Control Water to take. It allows you to attack with water in the area. If there is at least 5 cubic feet of water, you can attack with it. The target takes 2d6 water damage unless succeed a reflex save (Dexterity Based), in which case they take ½ damage. This ability allows you to attack 1 square per 5 cubic feet of water, to a maximum of 4 squares. You may take this ability multiple times, each time allows you to make use of 2 additional cubic squares of water. Also, when using this ability, you may combine the water used into one attack for an additional 2d6 water

damage. If this function is used, however many cubic feet of water you combine cannot be used to attack other squares. You cannot combine more than ½ the total number of squares you may normally attack in this fashion.

Stream:
This requires Control Water to take. It allows you to create a pressurized stream that stems from your zanpakutou. The stream is considered to be a bull rush attack against an opponent, but uses ½ your character level in place your strength bonus. Also, you do not have to move, the Stream attacks in a 90 ft. line and bulrushes anybody in its path. This can be used to bullrush through walls. You may take this ability multiple
times, each time gives you 15 extra feet or +2 to the bull rush check.

Whirlpool:
This requires Control Water and two other abilities to take. It allows you to create a whirlpool around yourself, but aside from its difference in form functions identically to the 8th level spell Whirlwind. A whirlpool is created as a Standard Action. You may take this multiple times, each time allows it to effect creatures one size category larger or increases the initial damage by 2d6 and the damage taken while suspended by 1d8.

Crushing Wave:
This allows you to use water to crush your target. As a move-equivalent action, you can sheathe your zanpakutou in water, giving it an additional 2d6 water damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Crushing Wave:
This requires Crushing Wave to take. It grants an additional 2d6 water damage when manifesting Crushing Wave, for a total of 4d6.

Superior Crushing Wave:
This requires Crushing Wave and Greater Crushing Wave to take. It grants an additional 2d6 water damage when manifesting Greater Crushing Wave, for a total of 6d6.

Swift Crushing Wave:
This requires Crushing Wave to take. It allows you to manifest your Crushing Wave as a Swift Action.

Water Blade:
This changes the form of the zanpakutou's blade into condensed and solidified Water, causing it to inflict Water damage. Crushing Waves may still be used in conjunction with Water Blade.

Water Form:
This changes the form of the zanpakutou's attacks, changing them to condensed and solidified Water. For example, Projectile-based Zanpakutou will now do Water damage, whereas Summon-based Zanpakutou will gain the Water subtype and do Water damage. Crushing Wave may still be used in conjunction with Water Form.

Water Adaptation:
Every time you take this ability, you gain 10 resistance to water, to a maximum of 50 for each after taking this ability five times. This ability cannot be used with the Twin Zanpakutou Mastery feat, but can be with other magic items.

Mirage:
This ability functions exactly like the 1st level spell Silent Image, except that it can create a single image of up to 50 foot by 50 foot space. It is manifested as a standard action. You may take this ability multiple times, each time allows you to increase the range by 50 feet and make one additional image or allows you to add the ability to give the illusions sound, smell, thermal illusion, tactile sense, the ability to move the images around, or to gain +2 to the save DC to disbelieve. Targets gain a will save to disbelieve (DC 10+character level+wisdom modifier) as they interact with the illusions. Each added sense gives you +1 to the DC. Directing an image requires concentration.

Improved Mirage:
This ability adds minor sounds but not recognizable speech, adding +2 to the Will save DC to disbelieve your Mirage.

Greater Mirage:
This ability adds sound, smell, and heat details, adding +2 to the Will save DC to disbelieve your Mirage.

Perfect Mirage: This ability allows you to set programmed scripts for your illusions of reasonable complexity (five rounds worth of actions per point of your Intelligence modifier), including your mirror images, adding +2 to the Will save to disbelieve your Mirage.

Enhanced Mirage: This requires the Mirage ability to take. It allows you to direct an additional image while concentrating. You may take this ability multiple times, each time allows you to direct an additional image and adds +2 to the save DC against Mirage.

Deadly Mirage: This requires the Mirage ability and two other water abilities to take. It allows the illusions created by Mirage to become partially real, dealing damage to the target who believes. A target that fails to disbelieve takes 2d6 damage from any attack launched by a Mirage. This ability may be taken multiple times; each time either gives an additional 1d6 to damage (to a maximum of 5d6) or allows you to attack with one other Mirage at a time. Each time this ability is taken, the Mirage becomes more real, starting at 10% and gaining an additional 10% whenever the ability is taken again. The Mirages cannot become more than 80% real. Mirages disbelieved only do a percentage of damage equal to how real they are.
Blending Waves: This requires the Mirage ability to take. It allows you to conceal yourself in illusions, making yourself appear invisible as a standard action and you may also hide your reiatsu at the same time you use this ability.. This invisibility is canceled the moment you attack, or after a number of rounds equal to your level, whichever happens first. This ability may be taken multiple times. Each time increases the amount of times you may attack before your

invisibility is broken by 1, and increases the level of invisibility, making it harder for things like the True Sight ability to penetrate.

Undersea Knight: This ability allows you to breathe water as easily as air. You also gain a swim speed equal to your land speed. This ability can be taken multiple times; each time increases your swim speed multiplier by 1.

Improved Undersea Knight: You may choose to walk through water as though walking on land, including over its surface. You may also move through water up and down as though on a solid ramp of any degree you wish; Balance checks may be necessary if you need to move steeply without swimming.

Bestow Undersea Knighthood: This allows you to bestow your Undersea Knight ability on your allies. Bestowing it is a Standard Action that does not provoke an attack of opportunity, and it lasts until you reseal your zanpakutou.

Swift Bestow Undersea Knighthood: This requires Bestow Undersea Knighthood to take. It allows you to use the Bestow Undersea Knighthood ability as a swift action.

Vortex:
This ability requires Control water. It allows you to use a standard action to grapple a target within 60 feet with water, using a 5-foot cube of water per square they take up. The Grapple check is your level plus your Intelligence modifier. In order to maintain the grapple, you must make a concentration check.

Constricting Vortex:
This ability requires Vortex. The target of your vortex takes 1[BW] water damage at the start of their turn while in your Vortex. You may take this multiple times to increase the number of [BW] by 1 to the maximum that your attack has.

Blessing of the Deep:
This requires nine other Water Type abilities to take. Instead of taking damage from water, you heal from it on a three to one basis (IE if you were about to take 30 water damage, you would instead heal 10 points of hit point damage).

Water Prison
This requires Create Water and Vortex to take. As a standard action you may target a creature within close range. The target must make a Reflex save (Intelligence Based) or be engulfed in a sphere of water. Treat this as the Resilient Sphere spell except it has a diameter equal to the target's space. The prison lasts as long as you concentrate on it, and while you do that you may not move.
Requires 1 cube for Medium or smaller, 8 cubes for Large creatures, 27 cubes for Huge, 64 cubes for Gargantuan, and 216 cubes for Collosal

Efficient Water Prison
This requires Water prison to take. Your Water Prison requires 1/2 as many cubes(minimum number of cubes equals number of 5ft squares in space) rounded up. May be taken multiple times, each time half the number of cubes needed again.

Water Prison Warden
This requires Water Prison to take. You may target and concentrate on one extra creature with your Water Prison at a time, however you must have enough water cubes for each prison. No Water prison may be more than 30ft away from any other water prison. You may take this multiple times to increase the number of targets you can have and concentrate on by 1 each time.

Water Clone
This requires Create Water and Animate Water to take. You create an clone made of water of you, which shares your ability scores, personality, character levels, skills, feats, and memories, as a full-round action.
It carry the same gear as you do (but only has sealed versions of your weapons), and they cannot use any zanpakutou ability that requires an action to use.
It will follow any directions you give it and the clone persists for 1 minute.
If a clone is slain, it disappears, returns to being a cube of water, and you take 10 points of damage.
At the end of the duration, the clone disappears without dealing damage to you. When a clone disappears you regain any unspent Reiatsu it had.
The clone has 10hp and takes damage as normal in combat. When you create the clone you invest your Reiatsu into it (you choose how much it gets). The clones have the water subtype and gains Fast Healing 2 when at least waist deep in water.
Creating the clone uses up as much water as a water prison for a creature of its size.
Special: May be taken multiple times, each time the clone gains 10hp and lasts an additional minute.

MultiClone
This requires Water Clone and two other Water Type abilities to take. You may create one more clone when using water clone. You may be taken multiple times each time you may create an additional clone.

Skilled Clone
This requires Water Clone and three other Water Type abilities to take. Your clones may use any zanpakutou ability you posses, with all the same restrictions. A clone's DCs are 4 less than yours. Clones may not use Water Clone.

Tidal Surge
This requires Stream to take. As a standard action you may create a cone of water with length equal to 1/2 the length of Stream's line. Those within the cone are overrun and they may not avoid. This is done as a standard overrun except there is no size limit and you use 1/2 your level in place of strength. May be taken a second time allowing you to bullrush instead of overrun with Tidal Surge and overrun with Stream.

Riptide
This requires you to have taken Tidal Surge twice. When you use Tidal Surge or Stream, targets in the area are overrun then bullrushed. May be taken multiple times, each time causes those in the area to take 2d6 damage or increase the damage by 1d6. Targets may make a Reflex save for 1/2 damage.

Explosive Water Wave
This requires Riptide to take. You may use Riptide as a burst with a radius equal to that of the cone.

Faith in the Waves
Whenever the Shinigami water damage, she increases the result of each dice of damage by one. For example, 5d6 water damage would become 5d6+5 water damage if she has this ability.

WEAPON TYPE

"This is what I meant by 'don't misjudge.' My Houzukimaru ain't just a spear."
--Madarame Ikkaku, 11th Division 3rd seat

Weapon-type zanpakutou acquire abilities based around combat and combat prowess. They include changing a weapon's type, making the weapon's range greater, making critical blows more devastating or more frequent, and so on and so forth.

Sharpen Weapon:
Weapon deals an additional 2d6 untyped damage. Move action to activate

Greater Sharpen Weapon
Requires Sharpen Weapon to take. Weapon deals an additional 2d6 untyped damage (Total +4d6)

Superior Sharpen Weapon
Requires Greater Sharpen Weapon to take. Weapon deals a further additional 2d6 untyped damage (Total +6d6)

Swift Sharpen Weapon
Activate Sharpen Weapon as a swift action

Increased Reach:
This improves the reach of a weapon by 5 feet. You still threaten the area adjacent to you when you take this ability. You may take this up to 20 feet. Each time increases the reach by 5 feet. You still only threaten adjacent squares.

Keen Weapon:
Requires Sharpen Weapon and one other Weapon Type ability to take. This increases the critical range of a metal weapon by 1. May be taken multiple times to increase the critical range of a metal weapon by an additional 1 to a maximum of 16-20.

Weighted Weapon
Requires Sharpen Weapon and Keen Weapon to taken. This ability increases the critical multiplier of your weapon by +1. May be taken multiple times to further increase the critical multiplier of your weapon by +1. May not be taken more than three times.

Pierce Metal:
Requires Sharpen Weapon to take. While you have your weapon sharpened, you ignore your the first 5 hardness of metal objects and the first 5 points of damage reduction that a character has. May be taken multiple times to increase the ignored hardness or damage reduction by 5.

Combat Maneuver:
This grants the weapon the ability to either Trip or Disarm a target.

Advanced Combat Maneuver:
This requires either Combat Maneuver or two other weapon abilities to take. It allows you to either gain the benefit of the Improved Trip, Improved Disarm, Improved Sunder, Improved Feint, or Whirlwind Attack feat, or it allows you to initiate a grapple or bullrush an opponent with the weapon itself (the weapon's reach is used to determine the range to initiate this action). This ability may be taken multiple times, each time either gives you the benefit of a different feat or gives you +2 to all checks to a given ability (Trip, Disarm, Sunder, or Feint).

Weapon of Heaven: Your Zanpakutou's enhancement bonus increases by +1. You can take this ability more than once, it's effects stack.

Improved Weapon of Heaven: This requires Weapon of Heaven. Your Zanpakutou gains a weapon ability rated at +1. If you have at least two other Weapon abilities, you can choose an ability rated at +2. This ability can be taken multiple times.

Greater Weapon of Heaven: This requires Weapon of Heaven and your Zanpakutou to have an enhancement bonus of +3 or higher. It gains a weapon ability rated at +3 or +4. This ability may be taken multiple times.

Superior Weapon of Heaven: This requires Weapon of Heaven your Zanpakutou to be rated at +5 . You gain a single weapon ability rated at +5 enhancement bonus.

Godslayer's Edge: This requires Weapon of Heaven, your Zanpakutou's actual enhancement bonus to be +5, and at least four other Weapon abilities. Each time you take this ability, your Zanpakutou's enhancement bonus increases by +1. This ability may be taken multiple times.

Armor of the Gods: This causes your weapon to encase you in a suit of armor equivalent to any of the standard armor types. The armor is treated like the basic version of its type for all intents and purposes, and you gain the benefit of all of the bonuses and penalties for wearing the armor. This can also cause the materialization of a shield, but the same rules will apply. You may still fight with your zanpakutou while using this ability.

Improved Armor of the Gods: This requires the Armor of the Gods weapon ability. It lets you designate either your armor or a shield (if present) and increase its enhancement bonus by +1 for every time this ability is taken. Alternatively, you can gain an armor ability not equivalent to an existing zanpakutou ability with an effective bonus of +1 or +2, assuming your Armor of the Gods is already at least +1. Your enhancement bonus for Armor of the Gods may not exceed twice your actual enhancement bonus.

Adaptive Blade
This requires Weapon of Heaven to take. Whenever the Shinigami releases her sword, she can spend some spiritual energy to restructure the blades abilities. Whenever she uses Shikai or Bankai (or equivalent) she may spend 30 Reiatsu per point of change to change the weapon enhancements. She can change up to ½ the weapons total number of enhancements.
Special: if the Shinigami has the constant release ability, then they may use this ability as a move action at the start of each combat.

Greater Adaptive Blade
This requires Weapon of Heaven and Adaptive Blade and 5 other Weapon Type Abilities to take. The Shinigami may redistribute all the enhancements upon her weapon upon using Adaptive Blade for 20 Reiatsu per point changed. This overrides adaptive blade

Adaptive Form
Requires Change form and 5 weapon Type abilities to take. As a standard action, the Shinigami can alter his weapon – as change form – to any form he desires for 50 Reiatsu. This new form must follow the rules laid out in change form, but is otherwise free to perform. You should have a number of forms already worked out with your GM.

Adamantine Strike
Requires Weapon of Heaven to take. Your Zanpakutou ignores 8 hardness from objects. You may take this multiple times to increase the Hardness ignored by 3.

Lighter Material
Requires Armor of the Gods to take. Your armor is made of lighter stuff than normal. Treat your armor as one size category lighter than normal. This increases the Max Dex Bonus of your armor by 2 and reduces the Skill Penalty of the armor by 2. It also increases the speed you can move in your armor by 5ft. You may take this multiple times it's effects stack. These can never result in a bonus.

WIND TYPE

"The Flower God's cries, disheveled in the wind of flowers. Disheveled in Heaven's Winds, the Heavenly Demon laughs. Katen Kyoukotsu!"
--Kyouraku Shunsui, 8th Division Captain

Wind-type zanpakutou utilize and control the winds to attack their enemies and protect themselves.

Wind Blade:
This changes the form of your zanpakutou, into a blade of pure force, causing it to deal force damage. This may still be used in conjunction with Hurricane Blade.

Wind Form:
This changes the form of the zanpakutou's attacks, changing them to pure force. For example, Projectile-based Zanpakutou will now do force damage, whereas Summon-based Zanpakutou will gain the Force subtype and do force damage. Hurricane Blade may still be used in conjunction with Wind Form. Your zanpakutou's damage decreases by one step when using this ability.

Hurricane Blade:
This allows you to charge your zanpakutou with rippling force. As a move-equivalent action, you can charge your zanpakutou with force, giving it an additional 2d6 force damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Hurricane Blade:
This requires Hurricane Blade to take. It grants an additional 2d6 force damage when manifesting Hurricane Blade, for a total of 4d6.

Superior Hurricane Blade:
This requires Hurricane Blade and Greater Hurricane Blade to take. It grants an additional 2d6 force damage when manifesting Greater Hurricane Blade, for a total of 6d6.

Swift Hurricane Blade:
This requires Hurricane Blade to take. It allows you to manifest your Hurricane Blade as a Swift Action.

Force Adaptation: You gain resistance 10 to Force damage. You may take this up to 5 times for a total resistance of 50.

Control Wind:
This allows you to control the wind around you as a standard action in a 40 ft. by 40 ft. radius cylinder for ten minutes. It may be taken multiple times, each time either gives increases the range by 10 feet in both directions, allows you to increase or decrease the wind by one speed increment (to a maximum increase or decrease of the amount of times this particular ability is taken. For example, if there are currently strong winds and you've invested two abilities into that particular ability, you can increase the speed by one increment per standard action, to a maximum of two increments, in this case a windstorm). Taking the ability also allows you to select one of the four wind patterns that you can mold the wind into, downdraft, updraft, rotation and blast. This ability remains active for as long as your Zanpakutou is released.

Gust of Wind:
As a standard action, you may create a strong gust of wind as per the 2nd level spell. This ability may be taken multiple times, each time either increases the range by 10 feet or increases the size limitations (treat Large creatures as medium for the effects of the wind). If the ability is used in such a way, the smallest increment (creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per
10 feet) has both die rolls increased by one step. In this case, the increase goes to 1d6 and the step above has the 1d4 effect. Subsequent uses of the ability in this manner continue to increase the damage
die steps in the same pattern.

Whispering Wind:
As a standard action, this ability duplicates the effects of the 2nd level spell. It can be taken multiple times, each time either doubles the amount of words allowed, increases the radius spread by 5 feet, or increases the range by an extra mile. Base range is determined by your character level (1 mile per character level).

Air Walk:
As a standard action, this ability duplicates the effect of the 4th level spell for as long as your zanpakutou is released, targeting yourself. It can be taken multiple times, each time allows you to resist the effects of wind one increment stronger than normal or to grant the ability to one extra person each time the ability is taken in such a manner. If it ends while you are still in the air you begin falling immediately.

Wind Wall:
Upon releasing your zanpakutou, this creates a wall of wind around you that can deflect breath, projectile, or otherwise air-based attacks away from you. You may take this ability multiple times, each time gives you a stacking 20% chance to deflect any such attack (this applies to projectiles, arrows, thrown weapons, and breath attacks equally). You may raise the deflection percentage beyond 100%.

Wind Walk:This requires two wind abilities to take. It allows you to assume a cloudlike vapor form as per the Wind Walk spell as a Standard Action. Its effect lasts as long as your shikai is released, and if it ends while you
are still in the air you begin falling immediately. You may take this ability multiple times; each time allows you to bestow it upon one extra person.

Gaseous Form:
This allows you to assume a Gaseous Form as a standard action for as long as your shikai is released. It otherwise functions identically to the 3rd level spell. You may take this ability multiple times, each time gives you an additional 5 feet of fly speed.

Whirlwind:
This requires three wind abilities to take. It allows you to create a Whirlwind as per the 8th level spell as a Standard Action. You may take this multiple times, each time allows it to effect creatures one size category larger or increases the initial damage by 2d6 and the damage taken while suspended by 1d8.

Blessing of the Wind:
This requires nine other Wind Type abilities to take. Instead of taking damage from Force, you heal from it on a three to one basis (IE if you were about to take 30 force damage, you would instead heal 10 points of hit point damage).

Crisis of Breath:
This requires 6 other Wind abilities to take. This ability literally denies someone the air they breath. As a standard action that provokes an attack of opportunity, you may target someone within close range (25ft + 10ft / 2 Levels). That person must immediately make a fortitude save (Constitution Based), or begin suffocating. Taking this ability a second time increases the range to medium (100 ft + 10ft/ Level) and taking it a third time increases the range to long (400ft + 40ft/Level). This ability does not kill and stops at unconsciousness.

Blades of Wind:
This creates blades of pure wind that deal your Zanpakutou's damage at range. This includes added damage from Zanpakutou Abilities and other such abilities. They begin at close range (25ft + 10ft per 2 levels). Taking this ability a second time increases the range to medium (100 ft + 10ft/ Level) and taking it a third time increases the range to long (400ft + 40ft/Level).

Improved Blades of Wind
Requires Blades of Wind to take. As Blades of Wind, but you can choose to effect a 20 foot burst or 30 foot cone instead of a single target.

Blades of Whirlwind
This requires Whirlwind, Blades of Wind and Improved Blades of Wind to take. When the target is hit by your Blades of Wind, he is automatically attacked with the Whirlwind ability. You can only target one person at a time with Blades of Whirlwind. The range is identical to your Blades of Wind range.

Faith in the Gale
Whenever the Shinigami deals force damage, she increases the result of each dice of damage by one. For example, 5d6 force damage would become 5d6+5 force damage if she has this ability.

BANKAI

"Someone like you is a thousand years too early to be killed by my Bankai."
--Kuchiki Byakuya, 6th Division Captain

The first aspect is your Shikai Abilities. The ability cap is lessened; you can take the same ability up to ½ your level, rounded down. The second aspect is the Bankai abilities. Bankai Abilities will provide modifiers and additional abilities beyond the scope of the basic Shikai. Most Bankai abilities are un-typed and represent powerful attacks you can use while unleashing your bankai. In the case of scaling Bankai abilities, you may not take the same bankai ability for the same function more than 1/5 your level, rounded down no matter your race.

Finally, while in Bankai, your hp total and current hp doubles. The doubling results in temporary hit points and is lost first but count towards your damage cap.

Unless it states otherwise a bankai ability gained through any means can only be applied to your bankai.

BANKAI ABILITIES

Tempo:
Every turn, in combat, you gain +2 to damage, which stacks with itself, to a maximum of +20. This lasts for the duration of your bankai. You may take this ability multiple times, each time increases the maximum by an additional +20.

Furious Blade:
Once per encounter, as a full-round action, you may make two full- attack actions. Each full round attack action resolves separately, and all affects bound to one full-round attack action end after that action. You may take this ability multiple times; each time gives you another use of Furious Blade.

Pounce:
You may make a full-attack action on a charge.

Violent Whirlwind:
As part of a Whirlwind attack action, you may make a full attack against every target within range of the Whirlwind attack. This cannot differentiate between friend and foe, if using this ability you must attack everyone within range.

Vital Pierce:
Once per encounter as a standard action, make a single attack against a target and roll
1d20. If the roll is 1-7, the target takes an additional 2d6 dexterity damage and must succeed a fortitude save (DC 10+1/2 character level+constitution modifier+number of Bankai abilities possessed) or have their movement speed reduced to 0 for 1 minute. A result of 8-14 deals 2d6 strength damage and forces the target to succeed a fortitude save or take a -6 penalty on attack rolls and concentration checks for 1 minute. A roll of 15-20 does 2d6 strength and constitution damage, and forces the target to make a fortitude save or take an additional 2d6 points of constitution damage. In addition, you gain an additional 10d6 damage on the attack. You may take this ability multiple times, each time gives you an additional use of the ability per encounter.

Arcing Projectiles:
As part of a standard action to use a reflex save-based projectile ability, you may use that ability an extra time, reducing the damage on each attack by 1d6. This ability may be taken multiple times, each time reduces the damage of all attacks made in this manner by an additional 1d6 and gives an additional attack.

Negate Defenses:
Any attack made by your bankai negates any ability that allows it to evade more damage than normal on an appropriate saving throw (i.e. Evasion or Mettle). This ability may be taken multiple times, each time allows you to prevent a progressive step (i.e. Evasion or Mettle, Improved Evasion or Improved Mettle and one Steady Defense bankai ability, etc.)

Steady Defense:
This ability allows you to treat any one saving throw per round as 10, even after the roll has been made. This ability may be taken multiple times, each time allows you to take 10 one additional time per round. Alternately, this ability can prevent the “Negate Defenses” ability at a 1:1 ratio. You must decide which of these the ability applies to when the ability is taken, it cannot be changed.

Steady Offense:
This ability allows you to treat any one attack roll per round as a result of 10, even if the roll has already been made. This ability may be taken multiple times, each time allows you to take 10 one additional time per round.

Mystic Regeneration:
Your zanpakutou regenerates 20 Reiatsu a round. You may take this ability multiple times; each time gives you an additional 20 Reiatsu a round.

Kido Enhance:
Once per encounter, you may cast a kido without incantation at it's full incanted power. This ability may be taken multiple times, each time gives you another use per encounter.

Extra Action:
This ability allows you to make an extra swift action every turn.

Ranged Maneuver:
You can use a special maneuver such as Bull-Rush, Grapple, Trip or Disarm at range, such as with a Projectile or Kidou attack. Attacks that do not linger in the air cannot continue a grapple. Use your modifiers when determining the opposed roll, but you do not suffer any penalty for losing. The damage of the attack is still dealt in addition to making the special attack. When grappling, the Ranged Maneuver will, on a successful pin, do automatic damage each turn it keeps the target pinned.

Bankai Restoration:
This bankai ability only applies for bankai that function off elements or other outside sources (such as blood). With an abundant amount of the resource available you may, as a full-round action that provokes an attack of opportunity, restore the amount of time you may keep your Bankai active to full. The counter begins again on your next turn. There must be at least twice your mass in whatever material the bankai functions from in order to restore it (thus, a water or ice-based Zanpakutou requires twice your weight and mass in water or ice in order to restore itself).

Enhanced Bankai Shape:
Gain two Shikai abilities that can be applied only to bankai.

Strengthening Healing:
If your reiatsu healing or zanpakutou effect would increase a target’s hit points beyond their maximum, they gain temporary hit points equal to ½ the amount the healing exceeds their hit point total by, to a maximum of twice the number of hit points they possess. This boost lasts for 10 minutes/level.

Enhanced Healing:
While your Bankai is active, you do not get fatigued or exhausted for using Reiatsu Healing.

Expert Strike
Benefit: Each round you fight an opponent you better study their style and learn to defeat it. Each round after the first you gain a cumulative +1 bonus to attack rolls up to a maximum of +10

Fire Baptism
Benefit: Each round you fight an opponent you better study their style and learn to defeat it. Each round after the first you gain a cumulative +1 bonus to your defense rolls up to a maximum of +10

Dash and Slash
Benefit: Once per encounter when your within your movement range of your opponent you may as a full-round action make a bluff check against your opponent; if you succeed you move behind them and make a melee attack against them catching them flatfooted (regardless of weather they normally can be flatfooted) dealing +4d6 damage and the amount your bluff beat their sense motive.

Eternal Guardian
You gain regeneration equal to your fast healing +5 while your Bankai is active. If you did not already possess fast healing, then you gain regeneration 5. Choose two energy types. These are the types that negate your regeneration. you lose any resistance or protection from these two energy types. Your fast healing is negated whilst this ability is active. You may take this multiple times to increase the regeneration by +5.

Dual Technique
When you gain this ability, choose one ability you possess with one target. Once per encounter you may target a second target up to 5 feet away per character level. You may take this multiple times to gain another use per encounter each time.

Shell of the Black Turtle
After the Shinigami activates this effect, as a move action, he immediately gains an extra amount of DR/- equal to his level. When someone misses the user with a melee weapon by a margin of 5 or more, his weapon must make a Fortitude saving throw (Con Based) or suffer damage equal to the extra DR (hardness still applies).

Soulcasters

Three Sacred Links Shield

Progression: The Three Sacred Links Shield reduces damage by 10 Points per Rank (each rank is gained every 2 character levels)

Description: A Three Sacred Links Shield is an energy field around the character that protects against incoming attacks.

A Three Sacred Links Shield can be "up" or "down." When down, it does not stop any damage. Three Sacred Links Shield status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Three Sacred Links Shield , with any additional penetrating damage applied against DR. Thus, if a weapon hit successfully penetrates a Three Sacred Links Shield , then DR can still protect against it. A Three Sacred Links Shield can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Three Sacred Links Shield prevents (even if the rest of the damage is absorbed by DR), the Three Sacred Links Shield temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating. A Three Sacred Links Shield recovers one Rank every round it is turned off and not in operation ("down"). A Three Sacred Links Shield that is knocked down to zero Ranks automatically shuts off to regenerate.

The Three Sacred Links Shield blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Three Sacred Links Shield is up. This means that when the Three Sacred Links Shield is active and the user makes an attack, the Three Sacred Links Shield will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Ranks if its protection value is exceeded).

A Three Sacred Links Shield only protects you unless you gain an ability to enable you to protect others. All sheilds will block anyone who is not Insubstantial from moving through it. This ability is supernatural.

Twin Sacred Return Shield

Progression: The character can restore up to 10 Hit Points/Rank to a target (each rank is gained every 2 character levels)
Description: This allows a character to heal a target's injuries (including him or herself).

The maximum number of Hit Points that a Healer can restore to a particular person in any single day equals 10 per Rank. This cannot be exceeded, even if multiple healers work on a subject; the combined Hit Points restored cannot exceed the maximum Hit Points that the character with the highest Rank could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing. Hit Points are restored over a three round period, rather than instantly. This ability is supernatural.

Solitary Sacred Cutting Shield

Description: A Solitary Sacred Cutting Shield deals 1d6 damage at first level and improves by 1d6 at each odd-numbered level after first. The Solitary Sacred Cutting Shield is a ranged touch attack requiring a standard action with a range of 90 feet. On a Critiacal hit the Solitary Sacred Cutting Shield deals 2x damage. This ability is supernatural.

Shun Shun Rikka Intelligence

Shun Shun Rikka are Intelligent Items. Roll 2d6+6 each for their Intelligence, Wisdom and Charisma. Add their Modifiers together and add 1 per incriment of cutting shield damage. That is your Shun Shun Rikka's Ego score.

Master Shots

Master Shots: Quincy are proficient with their bows to the point where they can make shots that are absolutely impossible for a normal archer. Once you gain your third attack, and every 3 levels after, you may select any one of these Master Shot abilities to use with your Quincy Cross while your spiritual bow is active. All Master Shots are supernatural.

Seeker Arrow: This Quincy has learned how to lock their shot onto a target's reiatsu, or spiritual fingerprint. They may make a singular attack as a full round action with their bow at their highest base attack bonus. The arrow is fired at a target known to them within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). To use this ability requires the Quincy to pay 50 Reiatsu.

Cascade of Arrows: The Quincy has learned how to generate a multitude of arrows on their bow, and fire them all at various targets at once. As a full round action, a Quincy may fire an arrow at each and every target within range, to a maximum of one target for every Quincy level they have. Each attack uses the Quincy's primary attack bonus, and each enemy may only be targeted by a single arrow. If the Quincy is using a Web Bow, each foe in range is targeted by two attacks at the primary attack bonus –5. Using Cascade of Arrows costs 100 Reiatsu

Piercing Arrow: The Quincy can fire their arrow straight through an opponent and into the creatures behind it. They select a line of effect equal in length to their range, and then make a single attack at their highest base attack bonus. This is compared to the Defense of all individuals within range, and all that it would hit take damage equal to the Quincy's normal bow damage plus any relevant modifiers. If an individual takes up multiple squares within the Line of Effect, then they are rolled as only one individual, and if they are hit, are hit by a number of attacks equal to the number of squares they occupy within the Line of Effect. Using Piercing Arrow costs 100 Reiatsu.

Anticipatory Shot: The Quincy follows the spiritual signatures of others, catching them off guard after they come out of a teleportation-like maneuver. Whenever an opponent uses Shunpo, Hirenkyaku, or any similar ability, if it ends their move within this character's bow's range, this character may make an attack of opportunity on them by paying 50 Reiatsu. You my not exceed your normal number of attacks of opportunity in this way.

Soul Shot: The Quincy targets the source of the target's power, instead of wounding their body directly. By paying 50 Reiatsu, they may have their attack deal damage multiplied by 5 to the target's Reiatsu instead of their HP.

Shoot Away: The Quincy can knock away attacks targeting their teammates using their bow. When an ally of theirs takes damage from an attack within their bow range, the Quincy may choose to pay a number reaitsu equal to the damage dealt to negate that damage. This ability may be used to protect themselves. Doing such is treated as making an attack of opportunity, although it is not attacking a foe, and may only be done a number of times up to the number of times that the Quincy may normally make attacks of opportunity.

Stepping Shot: The Quincy uses Flash Step after an attack to evade retaliation. As a standard action, by paying 10 Reiatsu, they may make a single attack at their highest base attack bonus and then use Flash Step as normal, even if they had already used Flash Step during that turn.

Knockdown Shot: The Quincy can take a foe off their feet using their arrows. As a full round action, by paying, 50 Reiatsu, the Quincy may make single attack at their highest base attack bonus. If the attack hits, the target is knocked Prone. If the target is smaller than Medium, decrease the cost in Reiatsu by 10 per size cateogry different. (Small would cost 40, etc.) If the target is larger than medium, increase the cost by 30 per category different (80 for Large, etc.)

Pushing Shot: The Quincy may use their shot to shove a foe away instead of harming them. As a full round action, by paying 50 Reiatsu, they may make a single attack at their highest base attack bonus. If the attack hits, it deals no damage, but damage is still rolled. Move the target away from the Quincy until the reach the limit of the Quincy's range. This does incur attacks of opportunity, and an attack of opportunity that hits ends this movement. Every 10 ft., they are entitled to make a strength check (DC=10+the damage the attack would have dealt) to stop moving.

Disintegrating Shot: This Quincy may loose some spirit particles from a target with this attack. By reducing the damage on all attacks made during a turn to 0, declared at the start of their turn, they add the damage that would have been caused multiplied by 10 to their Reiatsu even if it's above their maximum. They may hold 1.5x their maximum Reiatsu in this fashion, any extra bleeds off. Temporary Reiatsu above and beyond the maximum lasts for one minute per level then also bleeds off. This may be used only once per encounter.

Burst Shot: The Quincy causes a small explosion in an area far from him. Choose a square within range of your bow. You may fire an arrow to that square making an attack roll (DC 10) versus the square in question. If you hit, you cause an explosion of Force energy to everything within five feet per 3 character levels of the quincy. This explosion of Force energy deals damage as your normal for your Quincy Bow and costs 50 Reiatsu to activate.

High Arcing Projectile: To deal more damage a Quincy can choose to release an arrow and delay it's descent. You fire an arrow into the air, choosing between 1 and 4 rounds to which the arrow stays aloft. For each round it stays aloft, the arrow's damage moves up one dice size (d6 becomes d8, d8 becomes d10, d10 becomes d12, d12 becomes d20) and gains a +2 bonus to hit.

Running Shot: The Quincy can gain a bonus to defense while gaining a bonus to hit and damage on their shot. For every 10 feet the Quincy moves during a round, they gain a +2 bonus to defense rolls, attack rolls and damage rolls. Flash Stepping doesn't count for this effect, but the run action does. While using this master shot you may use the run action and fire off one shot.

Distracting Shot: A mind affecting effect, the Quincy can attempt to distract a kido wielder and make them lose their kido. If the attack hits, the kido user must make a fortitude saving throw or lose the kido they were casting and the reiatsu they were using to power said kido.

Kido Shot: The quincy can charge his arrow with the power of a kido they know with the range of touch, and deliver it with a ranged attack. This shot requires the Reiatsu to cast + 50 to be spent.

Cone Shot: The Quincy fires arrows in rapid succession in a cone shaped pattern. This deals their bow's damage in a 30 foot cone instead of their normal shot and costs 50 reiatsu to activate.

Doll Chart and Abilities

When you gain a Doll, they act as an Astral Construct of level 1. Every two levels, the astral construct gains a new level and gains another choice from a Menu. Levels 1, 2 and 3 gain menu choices from Menu A at each level. Levels 4, 5 and 6 use either Menu B, or gain 2 choices from Menu A at each level. At Levels 7 and 8, they gain a choice from either Menu C, 2 Choices from Menu B, or 4 choices from Menu A. 9th level doubles 7th and 8th.

	1st-Level Doll	2nd-Level Doll	3rd-Level Doll
Size/Type:	Small Construct	Medium Construct	Medium Construct
Hit Dice:	5 + 25 (30 hp)	10 + 25 (35hp)	15 + 25 (40hp)
Initiative:	-+4	-+4	-+5
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Defense:	+7 (+4 Skill, +2 Dex, +1 size), touch +5, flat-footed +10	+7 (+5 Skill, +2 Dex), touch +5, flat-footed 12	+8 (+6 Skill, +2 Dex), touch +5, flat-footed +14
Base Attack/Grapple:	+4/ 0	+5/+8	+6/+11
Attack:	Slam +6 melee (1d4+3)	Slam +7 melee (1d6+4)	Slam +8 melee (1d6+7)
Full Attack:	Slam +6 melee (1d4+3)	Slam +7 melee (1d6+4)	Slam +8 melee (1d6+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision, DR 1/-	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision DR 2/-	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision, DR 3/-
Saves:	Fort +0, Ref +2, Will +0	Fort +0, Ref +2, Will +0	Fort +1, Ref +3, Will +1
Abilities:	Str 15, Dex 15, Con 10, Int 10, Wis 11, Cha 10	Str 17, Dex 15, Con 10, Int 10, Wis 11, Cha 12	Str 21, Dex 15, Con 10, Int 10, Wis 11, Cha 14
Skills:	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense
Feats:	5 Feats	6 Feats	8 Feats
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Menu A

A Bounto creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex)
The astral construct gains an extra 5 hit points.

Celerity (Ex)
The astral construct's land speed is increased by 10 feet.

Cleave (Ex)
The astral construct gains the Cleave feat.

Deflection (Ex)
The astral construct gains a +1 deflection bonus to Defense Rolls.

Fly (Ex)
The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex)
The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex)
The astral construct gains the Improved Natural Attack feat.

Mobility (Ex)
The astral construct gains the Mobility feat.

Power Attack (Ex)
The astral construct gains the Power Attack feat.

Resistance (Ex)
Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex)
The astral construct is streamlined and sharklike, and gains a swim speed of 30 feet.

Trip (Ex)
If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Dodge (Ex)
The astral construct gains the dodge feat

Improved Grapple (Ex)
The astral construct gains the Improved Grapple feat

Burrow (Ex)
The Astral construct gains a burrow speed of 15ft

Persistence (Ex)
The astral construct gains the Diehard feat

	4th-Level Astral Doll	5th-Level Doll	6th-Level Doll
Size/Type:	Medium Construct	Large Construct	Large Construct
Hit Dice:	25 + 25 (50hp)	35 + 25 (60hp)	50 + 25 (75hp)
Initiative:	-+6	-+7	-+7
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Defense:	+10 (+8 skill, +2 Dex), touch +6, flat-footed +18	+10 (+10 Skill, +1 Dex, -1 size), touch +5, flat-footed +22	+13 (+13 Skill, +1 Dex, -1 size), touch +6, flat-footed +27
Base Attack/Grapple:	+8/+15	+10/+23	+13/+25
Attack:	Slam +10 melee (2d6+10)	Slam +13 melee (2d8+9)	Slam +16 melee (3d8+11)
Full Attack:	Slam +10 melee (2d6+10)	2 slams +13 melee (2d8+9)	2 slams +16 melee (3d8+11)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	One ability from Menu B, construct traits, darkvision 60 ft., low-light vision, DR 5/-	One ability from Menu B, construct traits, DR 7/-, darkvision 60 ft., low-light vision	One ability from Menu B, construct traits, DR 10/-, darkvision 60 ft., low-light vision
Saves:	Fort +1, Ref +3, Will +1	Fort +2, Ref +3, Will +2	Fort +3, Ref +4, Will +3
Abilities:	Str 25, Dex 15, Con 10, Int 10, Wis 11, Cha 16	Str 29, Dex 13, Con 10, Int 10, Wis 11, Cha 18	Str 33, Dex 13, Con 10, Int 10, Wis 11, Cha 20
Skills:	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense
Feats:	10 Feats	13 Feats	17 Feats
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Menu B

Energy Touch (Ex)
The astral construct deals an extra 1d6 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack
If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier × 1½. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex)
The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex)
The astral construct gains a +4 deflection bonus to Defense Rolls.

Improved Buff (Ex)
The astral construct gains an extra 15 hit points.

Improved Critical (Ex)
The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex)
The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex)
The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex)
To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim
The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet.

Muscle (Ex)
The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex)
If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + ½ astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex)
If the astral construct charges a foe, it can make a full attack.

Smite (Su)
Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex)
As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + ½ astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

Agile Reposte (Ex)
The astral construct gains the Agile Reposte feat

Improved Burrow (Ex)
The Astral Construct gains a burrow speed of 30ft
Tough (Ex)
The astral construct gains +4 Constitution

Fast (Ex)
The astral construct gains +4 to Dexterity

Bonus Feat (Ex)
Your construct gains a bonus feat that it meets the prerequisites for

Elemental Subtype (Ex)

You gain an elemental subtype. Choose from the following list (Acid, Cold, Electricity, Fire, Force, Negative Energy, Positive Energy, Psychic, Sonic, Water). You take one quarter damage from that elemental type, and double damage from it's opposed type (Cold/Fire, Electricity/Acid, Negative/Positive, Force/Sonic, Water/Psychic)

	7th-Level Doll	8th-Level Doll	9th-Level Doll
Size/Type:	Large Construct	Large Construct	Huge Construct
Hit Dice:	65 + 25 (90hp)	80 + 25 (105hp)	95 + 25 (120hp)
Initiative:	+1	+1	+0
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	50 ft. (10 squares)
Defense:	+16 (+16 Skill, +1 Dex, -1 size), touch +8, flat-footed +32	+19 (+19 Skill, +1 Dex, -1 size), touch +9, flat-footed +37	+20 (+22 Skill, -2 size), touch +9, flat-footed +45
Base Attack/Grapple:	+16/+32	+19/+37	+22/+42
Attack:	Slam +19 melee (4d8+12)	Slam +22 melee (4d8+14)	Slam +24 melee (4d10+16)
Full Attack:	2 slams +19 melee (4d8+12)	2 slams +22 melee (4d8+14)	2 slams +24 melee (4d10+16)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	—	—	—
Special Qualities:	One ability from Menu C, construct traits, DR 13/-, darkvision 60 ft., low-light vision	One ability from Menu C, construct traits, DR 16/-, darkvision 60 ft., low-light vision	Two abilities from Menu C, construct traits, DR 19/-, darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +5, Will +4	Fort +5, Ref +6, Will +5	Fort +6, Ref +6, Will +6
Abilities:	Str 35, Dex 13, Con 10, Int 10, Wis 11, Cha 22	Str 39, Dex 13, Con 10, Int 10, Wis 11, Cha 24	Str 43, Dex 11, Con 10, Int 10, Wis 11, Cha 26
Skills:	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense
Feats:	21 Feats	25 Feats	29 Feats
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	9	10
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Menu C

Blindsight (Ex)
The astral construct has blindsight out to 60 feet.

Concussion (Su)
The astral construct can manifest concussion blast (manifester level 7th) as a free action once per round.

Constrict (Ex)
The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Su)
The astral construct can manifest dimension slide (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Su)
The astral construct can manifest energy bolt (manifester level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Extra Buff (Ex)
The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex)
The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex)
The astral construct gains a +8 deflection bonus to Defense Rolls.

Natural Invisibility (Su)
The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the invisibility purge spell.

Rend (Ex)
The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1½ times its Str modifier.

Spring Attack (Ex)
The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex)
The astral construct gains the Whirlwind Attack feat.

Swallow Whole (Ex)
The astral construct can swallow an opponent it successfully grabs that is one size category smaller than itself or smaller.

Size Increase
The astral construct grows a size category gaining +8 strength, -2 Dexterity and +4 Constitution. It's attacks move up 1 dice size, and it's AC and Attack rolls are reduced by 1. It gains +1 Natural Armor.

Spell-Like Ability (Sp)
The astral construct gains a spell like ability that is usable once per day. The ability's level cannot be above the Construct's.

Description of Fullbring Abilities

Accurate: An accurate weapon grants an easier time of hitting opponents that are blurred, displaced, concealed, fully concealed, invisible or incorporeal. Half the miss chance of your attack. (Thus 50% miss chance becomes 25% miss chance, 20% miss chance becomes 10% miss chance etc.)

Auto-Fire: An auto-fire weapon consists of multiple attacks in one. The user gains extra hits equal to the difference between the attack and defense rolls divided by 5 rounded down. (IE If someone had a defense roll of 30, and you rolled a 40 on your attack roll, you would gain 2 extra hits.) Each attack deals damage separately. Sneak attack and other precision based attacks are only applied to the first attack.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores non-living matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Critical Burst: A critical burst weapon explodes with elemental energy upon striking a successful critical hit. The energy does not harm the wielder. A critical burst weapon deals an extra 1d10 points of elemental damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of damage instead, and if the multiplier is x4, add an extra 3d10 points of damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Enduring: An enduring weapon leaves damage trace behind to damage on subsequent rounds. Each time enduring is assigned, the attack remains active for one round. The attack only deals one half damage on subsequent rounds

Homing: A Homing attack can only be applied to a ranged weapon. If the target of a homing attack successfully defends against the attack, the attack attempts to hit on the next round with a +4 bonus to it's attack roll. It still uses your skills to attack.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* Kido or the Improved Critical feat).

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.
Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Penetrating: A penetrating attack is more effective versus damage mitigation. Damage Mitigation is reduced by one-half when being applied versus a Penetrating weapon. This applies versus all forms of damage mitigation.

Poisoning: A poisoning weapon deals 1 point of attribute damage when it hits a creature. A critical hit does not multiply the attribute damage. Creatures resistant to critical hits (such as plants and constructs) are resistant to the attribute damage dealt by this weapon and receive a saving throw with a +10 bonus. Damaged attribute must be chosen when this power is selected.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* Kido.)

Kido Storing: A Kido storing weapon allows a Spellcaster to store a single targeted kido of up to 3rd grade in the weapon. (The Kido must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the Kido on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a Kido from an item takes at least as long as casting that Kido normally.) Once the Kido has been cast from the weapon, a Spellcaster can cast any other targeted Kido of up to 3rd Grade into it. The weapon magically imparts to the wielder the name of the Kido currently stored within it. A randomly rolled Kido storing weapon has a 50% chance to have a Kido stored in it already.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons and unarmed strikes can be vicious.

Vampiric: One half the damage dealt by this weapon is transferred to the user as healing energy. This cannot increase the user's hit points above their maximum. If this is placed on a weapon with the Poisoning quality, it grants one point of attribute to spend on your ability scores which lasts for one minute per level. This heals ability damage first, then acts as a bonus to your ability score up to 1 and a half times the ability score in question.

Vorpal: This potent and feared ability allows the weapon to seemingly sever the heads of those it strikes. Upon a roll of natural 20 the critical damage multiplier of your weapon increases by 5 for that attack.

Weapon Type Enhancements

The following enhancements can be placed on a Weapon Type release. Each has their own Enhancement Bonus for the Weapon of Heaven tree of enhancements.

Accurate:
Enhancement Bonus: +3
An accurate weapon grants an easier time of hitting opponents that are blurred, displaced, concealed, fully concealed, invisible or incorporeal. Half the miss chance of your attack. (Thus 50% miss chance becomes 25% miss chance, 20% miss chance becomes 10% miss chance etc.)

Auto-Fire:
Enhancement Bonus: +4
An auto-fire weapon consists of multiple attacks in one. The user gains extra hits equal to the difference between the attack and defense rolls divided by 5 rounded down. (IE If someone had a defense roll of 30, and you rolled a 40 on your attack roll, you would gain 2 extra hits.) Each attack deals damage separately. Sneak attack and other precision based attacks are only applied to the first attack.

Brilliant Energy:
Enhancement Bonus: +4
A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores non-living matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Critical Burst:
Enhancement Bonus: +1
A critical burst weapon explodes with elemental energy upon striking a successful critical hit. The energy does not harm the wielder. A critical burst weapon deals an extra 1d10 points of elemental damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of damage instead, and if the multiplier is x4, add an extra 3d10 points of damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Dancing:
Enhancement Bonus: +4
As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Defending:
Enhancement Bonus: +1
A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.
Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Enduring:
Enhancement Bonus: +4
An enduring weapon leaves damage trace behind to damage on subsequent rounds. Each time enduring is assigned, the attack remains active for one round. The attack only deals one half damage on subsequent rounds

Glamered
Enhancement Bonus: +1
A glamered weapon can be commanded to change its shape and appearance to assume the form of another object of similar size. The weapon retains all its properties (including weight) when so disguised but does not radiate reiatsu. After a glamered weapon is used to attack, this special ability is suppressed for 1 minute.

Homing:
Enhancement Bonus: +3
A Homing attack can only be applied to a ranged weapon. If the target of a homing attack successfully defends against the attack, the attack attempts to hit on the next round with a +4 bonus to it's attack roll. It still uses your skills to attack.

Keen:
Enhancement Bonus: +1
This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* Kido or the Improved Critical feat).

Kido Storing:
Enhancement Bonus: +1
A Kido storing weapon allows a Spellcaster to store a single targeted kido of up to 3rd grade bracket in the weapon. (The Kido must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the Kido on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a Kido from an item takes at least as long as casting that Kido normally.) Once the Kido has been cast from the weapon, a Spellcaster can cast any other targeted Kido of up to 3rd Grade bracket into it. The weapon magically imparts to the wielder the name of the Kido currently stored within it. A randomly rolled Kido storing weapon has a 50% chance to have a Kido stored in it already.

Merciful:
Enhancement Bonus: +1
The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Mighty Cleaving:
Enhancement Bonus: +1
A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Mindcrusher
Enhancement Bonus: +2
Any creature struck in combat by a mindcrusher weapon loses a number of Reiatsu equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the reiatsu loss; additional damage from high Strength or other sources does not cause additional power point loss) times 10. A psionic creature that is out of Reiatsu (or has none) must succeed on a charisma based Will save or take 1d2 points of Wisdom damage.

Mindfeeder
Enhancement Bonus: +3
All mindfeeder weapons have a special ability that functions only upon scoring a successful critical hit. Once per day, a mindfeeder weapon grants its wielder temporary reiatsu equal to the total lethal damage dealt by a successful critical hit times 10. The wielder must decide to use the mindfeeder ability after successfully confirming a critical hit, but prior to rolling critical hit damage. This temporary reiatsu last for 10 minutes. The wielder may not exceed his natural maximum reiatsu using the mindfeeder ability. The wielder gains reiatsu even if the target has none (effectively, its hit point damage is converted to reiatsu). Constructs and undead are not subject to mindfeeder weapons.

Penetrating:
Enhancement Bonus: +5
A penetrating attack is more effective versus damage mitigation. Damage Mitigation is reduced by one-half when being applied versus a Penetrating weapon. This applies versus all forms of damage mitigation.

Poisoning:
Enhancement Bonus: +2
A poisoning weapon deals 1 point of attribute damage when it hits a creature. A critical hit does not multiply the attribute damage. Creatures resistant to critical hits (such as plants and constructs) are resistant to the attribute damage dealt by this weapon and receive a saving throw with a +10 bonus. Damaged attribute must be chosen when this power is selected.

Shadow Striking
Enhancement Bonus: +3
By spending a Swift Action, the wielder of a Shadow Striking weapon may designate an opponent that they can see within 60 feet. All attacks made with their weapon automatically overcome the target's Damage reduction, and other forms of damage mitigation, for 1d4+1 rounds.

Speed:
Enhancement Bonus: +3
When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* Kido.)

Thundering:
Enhancement Bonus: +1
A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Throwing:
Enhancement Bonus: +1
This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Vicious:
Enhancement Bonus: +1
When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Vampiric:
Enhancement Bonus: +5
One half the damage dealt by this weapon is transferred to the user as healing energy. This cannot increase the user's hit points above their maximum. If this is placed on a weapon with the Poisoning quality, it grants one point of attribute to spend on your ability scores which lasts for one minute per level. This heals ability damage first, then acts as a bonus to your ability score up to 1 and a half times the ability score in question.

Vorpal:
Enhancement Bonus: +5
This potent and feared ability allows the weapon to seemingly sever the heads of those it strikes. Upon a roll of natural 20 the critical damage multiplier of your weapon increases by 5 for that attack.

Armor Enhancements

Armor enhancements are here for the Armor of the Gods release ability line and other effects.

Animated
Enhancement Bonus: +2
Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty and non-proficiency.

Arrow Catching
Enhancement Bonus: +1
A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Arrow Deflection
Enhancement Bonus: +2
A shield with this ability protects the wielder from ranged attacks. Once per round when he would normally be struck by a ranged weapon, he can make a Dexterity Based Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giant hollows or kido, can't be deflected.

Bashing
Enhancement Bonus: +1
A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Blinding
Enhancement Bonus: +1
A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a Dexterity Based Reflex save or be blinded for 1d4 rounds.

Charging
Enhancement Bonus: +2
This armor deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

Elemental Resistance
Enhancement Bonus: +2
Choose one Element from the following list (Fire, Cold, Electricity, Acid, Sonic, Water, Force, Negative Energy) The armor absorbs the first 10 points of damage per attack that the wearer would normally take.

Elemental Resistance, Improved
Enhancement Bonus: +3
As Elemental Resistance, but the armor absorbs the first 20 points of the selected energy damage per attack.

Elemental Resistance, Greater
Enhancement Bonus: +5
As Elemental Resistance, but the armor absorbs the first 30 points of the selected energy damage per attack.

Etherealness
Enhancement Bonus: +4
On command, this ability allows the wearer of the armor to become ethereal (as the ethereal jaunt spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Flight
Enhancement Bonus: +3
Armor with this enhancement can be commanded to allow their wearer to fly at a speed of 90 feet per round with perfect maneuverability for one minute per level per day.

Fortification
Enhancement Bonus: +1 for Light Fortification (25%), +3 for Moderate Fortification (75%), +5 for Heavy Fortification (+100%)
This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is reduced by one multiplier (in the case of a critical hit) or by half (In the case of a Sneak Attack).

Ghost Touch
Enhancement Bonus: +3
This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Glamered
Enhancement Bonus: +1
A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a true seeing spell or similar magic reveals the true nature of the armor when disguised.

Invulnerability
Enhancement Bonus: +3
This suit of armor increases the wearer's damage reduction by +5/-

Offensive
Enhancement Bonus: +3
This suit of armor or shield delivers a nasty shock to anyone that attacks the character in melee. Anyone that attacks the character in melee receives 1d6 damage per point of enhancement bonus the armor or shield possesses (Minimum 1d6). This damage is untyped, and not resisted by Damage Reduction.

Reflecting
Enhancement Bonus: +5
This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a kido back on it's caster.

Shadow
Enhancement Bonus: +1
This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Shadow, Improved
Enhancement Bonus: +2
As shadow, except it grants a +10 competence bonus on Hide checks.

Shadow, Greater
Enhancement Bonus: +3
As shadow, except it grants a +15 competence bonus on Hide checks.

Shadow Stuff
Enhancement Bonus: +4
Armor made from shadow stuff becomes Light armor, reducing its bonus to Defense by 2 (Minimum 1), increasing its Maximum Dexterity bonus by 2 , and removing its Armor Check penalties. Armor made from Shadow Stuff grant a +2 bonus to Hide and Move Silently checks, and repairs 1 hit point of damage per round in darkness or shadows.

Silent Moves
Enhancement Bonus: +1
This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Silent Moves, Improved
Enhancement Bonus: +2
As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Silent Moves, Greater
Enhancement Bonus: +3
As silent moves, except it grants a +15 competence bonus on Move Silently checks..

Slick
Enhancement Bonus: +1
Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Slick, Improved
Enhancement Bonus: +2
As slick, except it grants a +10 competence bonus on Escape Artist checks.

Slick, Greater
Enhancement Bonus: +3
As slick, except it grants a +15 competence bonus on Escape Artist checks.

Wild
Enhancement Bonus: +3
The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in an Animal Form. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in Animal Form, the armor cannot be seen.

Skill Basics

Getting Skills

At each level, a character adds 1 point to each of their trained skills. At each odd numbered level, the add one to each of their non trained skills.

The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number.

Using Skills

To make a skill check, roll:
1d20 + skill modifier
(Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Skill Ranks: A character's ranks in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier: The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the nonproficient use of armor, among others.

Acquiring Skill Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

Skill Checks

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.
Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed.

Table: Difficulty Class Examples

Difficulty Class (DC)	Example
Very Easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Super Heroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly Impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result.

For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Table: Example Opposed Checks

Task	Opposing Skill	Skill
Sneak Up on Someone	Move Silently	Listen
Con Someone	Bluff	Sense Motive
Hide from Someone	Hide	Spot
Win a Car Race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Make a fake ID	Forgery	Forgery

Trying Again

If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:
Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change the DC. A bonus on a character's skill modifier or a reduction in the DC of the check have the same result -- they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifies on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.
Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10

When a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he or she sees fit for the conditions.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check. See Table: Skill Synergies for details.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Check	Key Ability
Force open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigate a Maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Get yourself noticed in a crowd	Charisma

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll.

Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses.

All penalties stack, regardless of their descriptors.

Table: Skill Synergies

Skill	Synergies to...
Balance	Tumble Checks
Bluff	Diplomacy Checks, Disguise Checks to act in Character, Intimidate Checks, Sleight of Hand Checks
Computer Use	Disable Device Checks to disable electronic locks
Craft (Mechanical)	Disable Device Checks
Craft (Visual Arts)	Forgery Checks to reproduce non written work
Craft (Writing)	Forgery Checks to reproduce written work
Handle Animal	Ride Checks
Jump	Tumble Checks
Knowledge: Art	Craft (Visual Art) Checks
Knowledge: Earth and Life Sciences	Treat Injury Checks to determine cause of death
Knowledge: Hueco Mundo	Diplomacy Checks with Hollows
Knowledge: Kido Lore	Spellcraft Checks
Knowledge: Local	Gather Information Checks
Knowledge: Rukon District	Diplomacy Checks with Rukon District residents
Knowledge: Seretai	Diplomacy Checks with Shinigami and nobles
Knowledge: Streetwise	Bluff Checks
Knowledge: Technology	Computer Use Checks
Listen	Search Checks
Navigate	Drive Checks
Search	Survival Checks to Track
Sense Motive	Diplomacy Checks
Spellcraft	Knowledge (Kido Lore) Checks
Survival	Knowledge (Streetwise) Checks
Tumble	Balance Checks

SKILLS

Base Skills

Base skills are introduced in this system to replace the differentiated classes system. Base skills cover the base attack, save and magic proficiency of the characters.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty
The skill name line and the line beneath it include the following information:
Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have “None” given as their key ability because the use of these skills never requires a check.
Trained Only: If “Trained Only” appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If “Trained Only” is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).
Armor Penalty: If “Armor Penalty” appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.
Check: What a character can do with a successful skill check, and the check’s DC.
Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.
Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.
Untrained: Any details about using a skill untrained. If this entry doesn’t appear, it means the skill works the same even when used untrained, or that an untrained character can’t make checks with this skill (true for skills that are designated “Trained Only”).
Time: How much time it takes to make a check with this skill.

COMBAT SKILLS
UNARMED STRIKE (DEX)
This is your Base attack bonus when using unarmed strikes. Having this skill favoured means you are counted as armed when making Unarmed Attacks. All unarmed attacks begin their damage calculation at 1d6 damage.
Check: Roll a skill check against your target Defence Roll to hit.
Special: You gain an additional attack once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.
Parry Action: You may surrender an attack from your next round of combat to attempt to parry an attack in this round.
Check: Make an attack roll at your full attack bonus versus the attack roll of the enemy. Success means you have parried the attack, and you take no damage. Failure indicates that you have taken damage
Taking 10, 15 OR 20 on a Parry Roll: You may always take a 10 on your Parry Roll. You may not take a 15 on your Parry Roll. You may not take a 20 on your Parry Roll.

WEAPON ATTACK (STR)
This is your Base attack bonus when attacking with close quarter weapons (including weapons with reach). Once this skill is favoured, select 1 type of melee weapon. You are proficient with that weapon, all other weapons receive a -4 penalty to attack rolls. Every 5 ranks in this skill grants an additional weapon proficiency.
Check: Roll a skill check against your target Defence Roll to hit.
Special: You gain an additional attack once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.
Parry Action: You may surrender an attack from your next round of combat to attempt to parry an attack in this round.
Check: Make an attack roll at your full attack bonus versus the attack roll of the enemy. Success means you have parried the attack, and you take no damage. Failure indicates that you have taken damage
Taking 10, 15 OR 20 on a Parry Roll: You may always take a 10 on your Parry Roll. You may not take a 15 on your Parry Roll. You may not take a 20 on your Parry Roll.

RANGED SHOT (WIS)
This is your Base attack bonus when using ranged weapons. Once this skill is favoured, select 1 type of ranged weapon. You are proficient with that weapon, all other weapons receive a -4 penalty to attack rolls. Every 5 ranks in this skill grants an additional weapon proficiency.
Check: Roll a skill check against your target Defence Roll to hit.
Special: You gain an additional attack once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.

Parry Action: You may surrender an attack from your next round of combat to attempt to parry an attack in this round.
Check: Make an attack roll at your full attack bonus versus the attack roll of the enemy. Success means you have parried the attack, and you take no damage. Failure indicates that you have taken damage
Taking 10, 15 OR 20 on a Parry Roll: You may always take a 10 on your Parry Roll. You may not take a 15 on your Parry Roll. You may not take a 20 on your Parry Roll.

PROTECTION SKILLS

FORTITUDE SAVE (CON or STR)
When something threatens your body, be it instant physical death, or damage to your Strength, Dexterity or Constitution you are entitled to a Fortitude Roll. Rolls of this kind are made immediately upon the effect hitting the target. Most Fortitude effects have Full and Partial Effects. When making a Fortitude Roll, failure exposes you to the full effect of the fortitude effect. Success gives you partial effects as described in the fortitude effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the fortitude effect regardless of description.
Check: Whenever asked for a Fortitude save, roll a skill check against the given DC.

REFLEX SAVE (DEX or INT)
Attacks that are too large to really miss may incur a Reflex Roll. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most Reflex effects have Full and Partial Effects. When making a Reflex Roll, failure exposes you to the full effect of the Reflex effect. Success gives you partial effects as described in the reflex effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the reflex effect regardless of description.
Check: Whenever asked for a Reflex save, roll a skill check against the given DC.

WILL SAVE (WIS or CHA)
Attacks on the mind normally incur a willpower roll to resist.. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most willpower effects have Full and Partial Effects. When making a willpower roll, failure exposes you to the full effect of the willpower effect. Success gives you partial effects as described in the willpower effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the willpower effect regardless of description.
Check: Whenever asked for a Will save, roll a skill check against the given DC.

REACTION SKILLS

INITIATIVE (DEX or INT)
This skill measures your ability to react swiftly in combat. There are two ways to use this skill. Reaction and Initiative. When you first train this skill, choose whether you go off of Dexterity or Intelligence. This cannot be changed later, except through the Retread Feat
Reaction: When surprised, there is a chance the enemy will get the drop on you.
Check: Roll Initiative vs a DC (10+ Average Hit Dice of the Enemy Attacking – Your Wisdom Modifier.. IE: Someone with a Wisdom of 16 [+3] being surprised by a group of 10HD Menos would roll an Initiative Check vs a DC of 17). Should you succeed, you immediately roll initiative, and combat proceeds as normal. Should you fail, you cannot act on the first round of combat, and roll initiative at the start of the second. Also, should you fail, you are denied your dexterity bonus to your defenses.
Initiative: When combat begins, how fast you act is dependent on this roll.
Check: Roll 1d20 + This Skill's total. That is your place in the initiative order. Initiative is resolved from highest total to lowest. You may willingly lower your initiative total to go later in the count in order to coordinate with fellow party members.

DEFENSE (DEX or INT)
This measures your ability to avoid damage completely. This skill uses the higher of your Intelligence or Dexterity Modifiers, and changes as they do.
Check: When you are attacked by something that does not require one of the protection skills above, roll 1d20 + This Skill's total + any other applicable modifiers. That result is checked versus the enemy's attack roll. If your roll is higher, you have avoided the damage. If it is lower, you take damage. If you beat the enemy's attack by 10 or more, you gain a +2 bonus on your next attack roll vs that target.
Taking 10, 15 OR 20 on a Defense Roll: You may always take a 10 on your Defense Roll. You may always take a 15 on your Defense Roll, but you take a -5 to all attack rolls on your next initiative. You may always take a 20 on your defense roll, but you may make no attacks on your next initiative.

FLASH STEP (DEX)
The ability to use high speed movement. If specialized in, it can do quite a bit.
Check: When you wish to use high-speed movement, make a d20 roll and add your Flash Step skill modifier. The DC for high speed movement is 2 per 5 feet covered (IE to move 15 feet, it's a 6 DC, to move 100ft, it's a 40 DC).

High Speed Dodge: You may attempt to use Flash Step to aid you in dodging your opponents attacks. If you are making a defense roll, you may take an immediate action to roll a special Aid Another check using this skill.
Check: Roll a d20 + Dex + Flash Step + Applicable Modifiers. If you roll above a (10 + Opponent's Dexterity Modifier), you succeed. Should you succeed, add 1 + 1 per 5 points of your total Flash Step Modifier (Minimum +2) to your Defense Skill for the entire round.

Core Skills

Core Skills are those Skills that do not relate to combat in a direct way most times. Some, like Balance, Jump, Tumble and Swim may be used in combat, but only Base Skills are always in use.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty
The skill name line and the line beneath it include the following information:
Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have “None” given as their key ability because the use of these skills never requires a check.
Trained Only: If “Trained Only” appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If “Trained Only” is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).
Armor Penalty: If “Armor Penalty” appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.
Check: What a character can do with a successful skill check, and the check’s DC.
Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.
Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.
Untrained: Any details about using a skill untrained. If this entry doesn’t appear, it means the skill works the same even when used untrained, or that an untrained character can’t make checks with this skill (true for skills that are designated “Trained Only”).
Time: How much time it takes to make a check with this skill.

BALANCE (DEX) Armor Penalty
Check: The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	5	Uneven or angled	10
2–6 in. wide	10	Slippery surface	10
Less than 2 in. wide	15		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.
Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Balance check. (Moving twice the character’s speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character’s speed (or fraction thereof) that the character charges.
Special: A character can take 10 when making a Balance check, but can’t take 20.
A character with the Focused feat gets a +2 bonus on all Balance checks.
Time: Balancing while moving one-half the character’s speed is a move action.
Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.
Balancing on Air: The spirit form allows characters to balance on air with ease if properly trained, and they react differently to small and unstable material.
Check: While in the spirit world, lower all DC by 10, and in spirit form add the possibilities below.
Time: Balancing on Air is an immediate action.
Special: A character with the Skill Affinity feat may be able to gain a +2 to this skill

Surface	DCs
Hair-thin	10
Liquid	10
Cloud	15
Air	20

BLUFF (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

Example Circumstances	Sense Motive Modifier
The target wants to believe the character.	–5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he or she utters a lie.

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a –8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Hiding your Reiatsu: Bluff can also be used to hide your Reiatsu from prying eyes. Whenever you desire, you may attempt to mask your Reiatsu as a standard action. You can keep your Reiatsu hidden for as long as you wish, but you must wait five minutes after dropping your Reiatsu suppression before you may make another attempt to do so.

Check: While suppressing your Reiatsu, if someone makes a Sense Motive check to sense you, compare the respective results. If your Bluff check is higher, they fail to sense your Reiatsu entirely. The amount that they beat your check by is how well they judged your Reiatsu. By each one point they exceed your check, they uncover 10% of your apparent ability, so someone who only exceeds your check by 1 will sense you at only one tenth of your true power, whereas someone who exceeds your check by 10 or more will fully discern your level of power.

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Special: A character can take 10 when making a bluff (except for feinting in combat), but can't take 20. A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

CLIMB (STR) Armor Penalty
Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).
A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.
A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).
The Check DC depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.
Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).
Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.
Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)
Making Handholds and Footholds: A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.
Catching Yourself When Falling: It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).
Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.
A character can take 10 while climbing, but can't take 20.
A character without climbing gear takes a –4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty. A character with the Skill Affinity feat may be able to gain a +2 to this skill

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
–10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).
*These modifiers are cumulative; use any that apply.	

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.
Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

COMPUTER USE (INT)

Check: Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.
To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.
One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.
To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.
Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).
A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.
A specific task, in this case, is one type of operation with one target.
The DC to write a program is 20; the time required is 1 hour.
Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.) A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

CONCENTRATION (CON)
Check: A character makes a Concentration check whenever he or she may potentially be distracted while engaged in some action that requires his or her full attention (such as making a Disable Device or Treat Injury check). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check.
If the Concentration check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted.

A successful Concentration check still doesn't allow a character to take 10 when in a stressful situation; he or she must roll the check as normal.
The check DC depends on the nature of the distraction.
Try Again?: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.
Special: A character can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15.
If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke attacks of opportunity,
This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
The concentration skill has further uses for characters using magic or psionics.
Time: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action [1]	10 + damage dealt
Taking continuous damage during the action [2]	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

1 Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).
2 Such as from catching on fire.

CRAFT (INT)
This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).
Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.
To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).
Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (chemical) (Int) Trained Only
This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.
Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

		Craft DCs		
Type of Acid	Purchase DC	Acid	Base	Time
Mild (1d6/1d10) [1]	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

1 The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.
If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) [1]	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.
Devastating (10d6/25 feet)	30	35	18	24 hr.

1 The figures in parentheses are typical damage/burst radius for each type of explosive.

Scratch built explosives deal concussion damage.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Table: Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform[1]	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.
Shinten	Contact	22	Unconsciousness 1d3 hours	—	20	Res (+2)	30	12 hr.

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.
n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Craft (electronic) (Int) Trained Only
This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.
When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill

Craft (mechanical) (Int) Trained Only
This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill

Craft (pharmaceutical) (Int) Trained Only
This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.
The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill

Craft (structural) (Int)
This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.
Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill

Craft (visual art) (Int)
This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.
When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.
Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.
Special: A character with the Skill Affinity feat may be able to gain a +2 to this skill

Craft (writing) (Int)
This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.
When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.
No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.
Special: A character with the Skill Affinity feat may be able to gain a +2 to this skill

DECIPHER SCRIPT (INT) Trained Only
Check: A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.
If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)
The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.
Try Again?: No, unless conditions change or new information is uncovered.
Special: A character can take 10 when making a Decipher Script check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Decipher Script takes 1 minute or more, depending on the complexity of the code.

DEMOLITIONS (INT) Trained Only
Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.
Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.
A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.
Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.
The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.
Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.
Special: A character can take 10 when using the Demolitions skill, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
A character without a demolitions kit takes a –4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.
Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

DIPLOMACY (CHA)
Check: A character can change others' attitudes with a successful check (see the table below. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.
Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.
Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.
Special: A character can take 10 when making a Diplomacy check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude				
	Hostile	**Unf.**	**Indif.**	**Friendly**	**Helpful**
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

Bribery and Diplomacy
Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.
An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't requires, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.
To bribe a character, make a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

DISABLE DEVICE (INT) Trained Only
Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.
Open Lock: A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.
When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.
A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).
Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.
Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.
Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a –4 penalty on your check.
A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

DISGUISE (CHA)
Check: A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.
If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)
The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2 [1]
1 Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).	

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).
Try Again?: No, though the character can assume the same disguise again at a later time. If others saw through the

previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.
Special: A character can take 10 or take 20 when establishing a disguise.
A character without a disguise kit takes a –4 penalty on Disguise checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
A character can help someone else create a disguise for him or her, treating it as an aid another attempt.
Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

DRIVE (DEX)
Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.
Try Again?: Most driving checks have consequences for failure that make trying again impossible.
Special: A character can take 10 when driving, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a –4 penalty on Drive checks.
Time: A Drive check is a move action.

ESCAPE ARTIST (DEX) Armor Penalty
Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.
For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.
A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.
Become Immaterial: Spiritual beings like Shinigami and Hollows have the ability to become immaterial to physical beings and obstacles while on the material plane. Some buildings and persons may be spiritually charged and may prove immune to immateriality.
Check: To bypass a resistance to immateriality, you must pass an Escape Artist skill check with a DC equals to the level of the creature or the hardness of the material you want to go through.
Special: A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

FORGERY (INT)
Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Factor	Check Modifier	Time
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	–2	20 min.
Complex (stock certificate, driver's license)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (military/law enforcement ID)	–16	24 hr.

Familiarity	DC
Unfamiliar (seen once for less than a minute)	–4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	–4

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests [1]	+4
Examiner only casually reviews the document [1]	–2
1 Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.	

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).
Try Again?: No, since the forger isn't sure of the quality of the original forgery.
Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)
A character can take 10 when making a Forgery check, but can't take 20.
A character without a forgery kit takes a –4 penalty on Forgery checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

GATHER INFORMATION (CHA)
Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.
If the situation doesn't require the expenditure of money, no Wealth check is necessary.
Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC
General	10
Specific	15
Restricted	20
Protected	25

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.
The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.
Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character can take 10 when making a Gather Information check, but cannot take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Gather Information check takes 1d4+1 hours.

HANDLE ANIMAL (CHA) Trained Only
Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.
"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.
Teach an Animal a Trick: The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.
The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.
Possible tricks include, but are not limited to, the following.
Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.
Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).
Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.
Down (DC 15): The animal breaks off from combat or otherwise backs down.
Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.
Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).
Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it.
Work (DC 15): The animal pulls or pushes a medium or heavy load.
Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.
Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.
Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.
Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.
Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.
Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.
Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.
Try Again?: Yes.
Special: A character can take 10 or take 20 when handling animals.
An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

HIDE (DEX) Armor Penalty
Check: A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running, or charging.
The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.
Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a –10 penalty because the character has to move fast.
Tailing: A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.
Special: A character can take 10 when making a Hide check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Hide check is an attack action.

INTIMIDATE (CHA)
Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)
Soul Crush: In addition to its normal function, Intimidate allows you to overwhelm foes with your Reiatsu. A Reiatsu surge can be initiated at any time as a standard action.
Check: Make an intimidate check against your foe, who makes either an opposed Intimidate or Level check (their choice). If you succeed, your opponent takes a -2 penalty on all rolls for as many rounds as you won the check by. Also, for every five points you exceed their roll by, they take another cumulative -2 penalty. If they defeat your roll, they throw off your surge by pushing back with their own Reiatsu, causing you to become dazed for rounds equal to ½ the amount they defeated your surge by rounded down, to a minimum of 1.

Circumstances dramatically affect the effectiveness of an Intimidate check.
There are limits to what a successful Intimidate check can do.
The character can't force someone to obey his or her every command or do something that endangers that person's life.
If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.
Special: A character can take 10 when making an Intimidate check, but can't take 20.
A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a –2 penalty to his or her check for every size category the character is smaller than his or her target.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: An Intimidate check is a full-round action.

INVESTIGATE (INT)Trained Only
Check: A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.
Analyze Clue: The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.
The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.
To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.
This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.
Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.
Special: A character can take 10 when making an Investigate check, but cannot take 20.
Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a –4 penalty on his or her check.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

JUMP (STR) Armor Penalty
Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of –6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.
If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.
Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.
Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.
All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC[1]	Long Jump Distance	DC[1]
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	30

1 Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x2 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC[1]	High Jump Distance	DC[1]
1 foot	2	5 feet	10
2 feet	3	6 feet	12
3 feet	6	7 feet	14
4 feet	8	8 feet	16

1 Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Your size grants you bonuses to your Jump Check

These bonuses are as follows

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0		

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Skill Affinity feat may be able to gain a +2 to this skill. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Special: While in spirit world, vertical jumps are 2 feet to every 1 on the die roll, horizontal jumps are 1 yard every 1 on the die roll.

KNOWLEDGE (INT) Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM

may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not. The eighteen Knowledge categories, and the topics each one encompasses, are as follows.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
Behavioral Sciences: Psychology, sociology, and criminology.
Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.
History: Events, personalities, and cultures of the past. Archaeology and antiquities.
Hueco Mundo: The goings on in Hueco Mundo.
Kido Lore: The occult, kido and the supernatural, astrology, numerology, and similar topics.
Local: Choose an area you know of, you know the general goings on in that area.
Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.
Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
Rukon District: The goings on in a particular Rukon District
Seretai: The goings on in the central portion of the Soul Society.
Streetwise: Street and urban culture, local underworld personalities and events.
Tactics: Techniques and strategies for disposing and maneuvering forces in combat.
Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.
Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.
Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.
A character can take 10 when making a Knowledge check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill (One or two categories)
The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.
Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

LISTEN (WIS)
Check: Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.
The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.
The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.
A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
–20	Gunfire
–10	A melee battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level character sneaking up on someone [1]
20	A tiger stalking prey [1]
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

1 This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	–1
Listener distracted	–5

Try Again?: A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.
Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.
A sleeping character can make Listen checks, but takes a –10 penalty on the checks.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

MOVE SILENTLY (DEX) Armor Penalty
Check: A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a –5 penalty. It's practically impossible (–20 penalty) to move silently while attacking, running, or charging.
Special: A character can take 10 when making a Move Silently check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Move Silently is a move action.

NAVIGATE (INT)
Check: Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.
For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.
A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.
A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.
A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.
Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Navigate check is a full-round action.

PERFORM (CHA)
This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.
The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.
Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.
The eight Perform categories, and the qualities each one encompasses, are as follows.
Act: The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.
Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.
Keyboards: The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments: The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.
Sing: The character is a musician gifted with a talent for producing musical tones with your voice.
Stand-Up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.
Stringed Instruments: The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.
Wind Instruments: The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.
Special: A character can take 10 when making a Perform check, but can't take 20.
A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a –4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.
A character with the Skill Affinity feat may be able to gain a +2 to this skill (one or two categories)
Time: A Perform check usually requires at least several minutes to an hour or more.

PILOT (DEX) Trained Only
Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).
Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.
Special: A character can take 10 when making a Pilot check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a –4 penalty on Pilot checks.
Time: A Pilot check is a move action.

PROFESSION (WIS)
Check: Making a Profession check while engaged in combat with others of your profession grants your allies that can hear you within your total modifier in yards a bonus on all d20 rolls for that round. You may also attempt to plan ahead, extending the length of the bonus. Doing so is a second Profession check The bonuses and durations are as follows

Roll	Bonus
1 or less	0
2 to 5	1
6 to 10	2
11 to 15	3
16 to 20	4
21 plus	5

Roll	Time
1 or less	Current Round
2 to 5	2 additional rounds
6 to 10	4 additional rounds
11 to 15	6 additional rounds
16 to 20	8 additional rounds
21 plus	10 additional rounds

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.
Upgrade Wealth
Check: A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to improve his or her Wealth bonus. How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

Ranks	Wealth Bonus Increase
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21+	+5

READ/WRITE LANGUAGE (NONE) Trained Only
The Read/Write Language skill doesn't work like a standard skill.

- A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.
- A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.
- To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Language Groups
There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.
A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the Smart hero's Linguist talent.
This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.
Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
Armenian: Armenian.
Athabascan: Apache, Chipewyan, Navaho.
Attic: Ancient Greek*, Greek.
Baltic: Latvian, Lithuanian.
Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.
Chinese: Cantonese, Mandarin.
Finno-Lappic: Estonian, Finnish, Lapp.
Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
Hamo-Semitic: Coptic*, Middle Egyptian*.
Indic: Hindi, Punjabi, Sanskrit*, Urdu.
Iranian: Farsi, Pashto.
Japanese: Japanese.
Korean: Korean.
Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.
Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.
Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
Tibeto-Burman: Burmese, Sherpa, Tibetan.
Turkic: Azerbaijani, Turkish, Uzbek.
Ugric: Hungarian (aka Magyar).
*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

REPAIR (INT) Trained Only
Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs to rare or superiorly complex machines, may require you to gather the resources needed. If this is needed, triple the time noted.

Repair Task (Example)	Repair DC	Time
Simple (tool, simple weapon)	10	1 min.
Moderate (mechanical or electronic component)	15	10 min.
Complex (mechanical or electronic device)	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.
A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.
The jury-rig application of the Repair skill can be used untrained.
Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.
Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a –4 penalty on the check.
Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

RESEARCH (INT)
Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.
Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.
The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.
Try Again?: Yes.
Special: A character can take 10 or take 20 on a Research check.
Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Research check takes 1d4 hours.

RIDE (DEX)
Animals ill suited as mounts provide a –2 penalty on their rider's Ride check.
Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.
Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.
Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.
Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.
For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.
Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.
Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.
Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.
Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)
Special: If the character is riding bareback, he or she takes a –5 penalty on Ride checks.
A character can take 10 when making a Ride check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

SEARCH (INT)
Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.
A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Search check is a full-round action.

SENSE MOTIVE (WIS)
Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.
Sense Reiatsu: Sense Motive can be used to feel Reiatsu, the spirit cords. Reiatsu allows you to locate souls with great spiritual energy. This acts as a feeling, a sense of power on the chart below based on Reiatsu Rating.
Check: When sensing for someone's spirit energy, make a sense motive check. For each number of the result, add 500 feet to the radius that sense extends outward to (so a result of 10 would mean that you were able to sense all spirit energy within 5000 feet of you).
Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.
Special: A character can take 10 when making a Sense Motive check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.
If a target is 3 or more ratings higher than your character you cannot sense them.
Time: A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Table: Reiatsu Rating

Category	None	Small	Moderate	Strong	Very Strong	Massive	Incredible	Immense	Titanic	Ungodly
Reiatsu Rating	0	1-250	251-500	501-1000	1001-2000	2001-3000	3001-4000	4001-8000	8001-9000	9001+

SLIEGHT OF HAND (DEX) Trained Only; Armor Penalty
Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.
When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the action, just from doing it unnoticed.
When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.
A character can use Sleight of Hand to conceal a small weapon or object on his or her body.
Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.
Special: A character can take 10 when making a Sleight of Hand check, but can't take 20.
A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Sleight of Hand check is an attack action.

SPEAK LANGUAGE (NONE) Trained Only
The Speak Language skill doesn't work like a standard skill.

- A character automatically knows how to speak his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.
- A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.
- To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

SPELLCRAFT (INT) Trained Only
Use this skill to identify spells as they are cast or spells already in place.

Spellcraft DC	Task
15 + kido bracket	Identify a kido being cast. (You must see or hear the kido's verbal or somatic components.) No action required. No retry.
20 + kido bracket	Identify a kido that's already in place and in effect. You must be able to see or detect the effects of the kido. No action required. No retry.
20 + kido bracket	Identify materials created or shaped by kido, such as noting that an iron wall is the result of a *wall of iron* spell. No action required. No retry.
25 + kido bracket	After rolling a saving throw against a kido targeted on you, determine what that kido was. No action required. No retry.
20	Identify whether a Nutrition Tablet or Super Nutrition Tablet is real or fake
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.
Bypass Incantation: Spellcraft can be used to bypass incantation when casting Kido. The skill check DC is 15 + Kido spell level (see Kido chapter). If the check succeeds, you cast the spell as a free action, but your caster level is divided by three for determining spell effects and DC. If the check fails, the spell fizzles and Reiatsu is wasted.
Action: Varies, as noted above.
Special: A character with the Skill Affinity feat may be able to gain a +2 to this skill
Try Again: See above.

SPOT (WIS)
Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.
The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.
A successful Spot check when there isn't anything to notice results in the character noticing nothing.
Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.
A character's Spot check is modified by a –1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further –5 penalty if the character is in the midst of activity.
Try Again?: A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.
Special: A character can take 10 or take 20 when making a Spot check.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

SURVIVAL (WIS)
Check: A character can keep his or herself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

Special: A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

SWIM (STR)Armor Penalty
Check: A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.
If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.
The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.
Fly: The Spiritual form allows them to ride air currents if properly trained.
Check: While in spirit form, they can actually fly and should make skill checks in case of difficult weather conditions:
The fly speed of someone using this skill is 30 feet with poor maneuverability. Some effects may change speed and maneuverability.

Condition	DCs
Calm weather	10
Rough weather	15
Stormy weather	20
Hurricane	30
Double Move Action	+5
Run Action	+10

Try Again?: A new check is allowed the round after a check is failed.
Special: A character takes a penalty of –1 for every 5 pounds of gear he or she carries, including armor and weapons.
A character can take 10 when making a Swim check, but can't take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill
Time: A Swim check is either a move action or a full-round action, as described above.

TREAT INJURY (WIS)
Check: The DC and effect depend on the task attempted.
Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate-3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care. A character can tend up to as many patients as he or she has ranks in the skill. The patients need to spend all their time resting. The character needs to devote at least 1/2 hour of the day to each patient the character is caring for.
Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action. A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.
Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.
Surgery (DC 20): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.
Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.
Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.
Cause of Death Physical (DC 0): You can tell how a being died of physical causes. Takes 10 Minutes per attempt. Each day since the being died increases the DC by 5
Cause of Death Environmental (DC 5): You can tell how a being died of environmental causes. Takes 10 Minutes per attempt. Each day since the being died increases the DC by 5
Cause of Death, Special Ability with Visual Effects (DC 10): You can tell how something died via special ability with visual cues. Takes 10 Minutes per attempt. Each day since the being died increases the DC by 5
Cause of Death, Poison or Disease (DC 15): You can tell if something died via Poison or Disease. Takes 10 Minutes per attempt. Each day since the being died increases the DC by 5
Cause of Death, Special Ability with no visual effects (DC 20): You can tell how something died via Special Abilities with no visual clues. Takes 10 Minutes per attempt. Each day since the being died increases the DC by 5
Try Again: Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, cause of death and surgery. No, for all other uses of the skill.
Special: The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation. A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.
Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.
A character can use the Treat Injury skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a -5 penalty on your check any time he or she treats his or herself.
A character with the Skill Affinity feat may get a +2 bonus on this skill.
Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

TUMBLE (DEX) Trained Only; Armor Penalty
Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.
Land Softly: The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage. For every 10 by which you pass the DC, treat the fall as if it were an additional 10 feet shorter when determining damage.
Tumble past Opponents: With a successful Tumble check (DC 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.
Tumble through Opponents: With a successful Tumble check (DC 25), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren’t there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.
Try Again?: No.
Special: A character with 5 or more ranks in Tumble gains a +2 bonus to Defense rolls when taking a 10. This bonus increases by +1 per 5 ranks of Tumble.
A character can take 10 when making a Tumble check, but can’t take 20.
A character with the Skill Affinity feat may be able to gain a +2 to this skill

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

SHINIGAMI PRESTIGE PATHS

Prestige character progression introduces feat trees that allow players to customize their progression in a specialized path. These prestige paths often have steeper prerequisites than standard feats, but offer great power. They present special feats that must be taken in order of their listing in each path entry. Prestige feats cannot be taken outside the prestige path progression. If a prestige Path says you gain a bonus feat, it is above and beyond the feat granted per level. No matter how many feats you gain per level, you may never gain more than one Prestige Feat per level (unless noted otherwise). A bonus feat given by a prestige path is considered a feat in that path.

Captain

A Taichō (□□, Taichō lit. Unit Commander), commonly referred to as Captain, are the leaders of the thirteen divisions (with the special case of the Commander-General). While "captain" is not an accurate translation of the rank, it's appropriate considering the size of the unit they lead. A single Gotei 13 'unit' (□) is estimated at about 200-500 troops. Viz renders the units as 'companies' rather than 'divisions' because captains lead companies in real life. However, given that each Captain in Bleach leads a major part of a military wing or corps, they could be division commanders or Generals. Most literally, the name simply means 'unit commander', which could be practically any officer rank.
Captains are generally the most respected Shinigami in Soul Society, with the Central 46 Chambers, Demon Art Corps, and Special Forces leaders possibly being on equal status. With one exception (Kenpachi Zaraki), all captains are able to perform the Bankai of their Zanpakutō and are generally much more powerful than even their lieutenants. Knowing the Bankai gives captains an average of five to ten times the strength of Shinigami who are unable to perform it. They have also extensively trained, if not mastered, their Bankai, allowing them to actually use the enormous power effectively in battle. Most captains are also skilled in the use of Shunpō, Kidō, and generally have excellent knowledge of Shinigami history and battle tactics. All of these factors create a huge power-gap between captains and lower-ranked officers.

Prerequisites:
Feats: Leadership, Blooded, Talented, Shikai or Constant Release or Sealed
Skills: Weapon Attack 12+ Ranks
Reiatsu: 500+ Reiatsu Rating
Special: Completion of one of the following conditions:
- To take the captain proficiency test (□□, taishu), which requires the ability to perform the Bankai. Presumably, most Shinigami become captains using this method. At least three existing captains, including the Commander-General, have to witness the test.
- To have personal recommendations from at least six captains and approval from at least three of the remaining seven.
- To defeat a captain one-on-one with at least 200 witnesses from the captain's division. Kenpachi Zaraki is the only known captain to have achieved his rank using this method.

Class Specialty: Each Feat in this tree counts as a Reiatsu Feat for Reiatsu Rating calculation.

1- PERFECT SHIKAI [PRESTIGE]
Benefit: You gain 2 extra Shikai Abilites or 1 extra Bankai Ability or a Bonus Feat or +1[BW] to your Weapon Attack. You cannot gain Bankai Abilities if you do not have access to a Bankai. You no longer fail Ego checks versus your Zanpakutou.

2- Bonus Feat or 1 Additional Shikai Ability. This counts as a Reiatsu feat no matter which option you choose.

3- ENDURING RELEASE [PRESTIGE]
Benefit: Your Bankai duration doubles and you also gain twice as many uses of Shikai per day or you gain +1[BW] damage to your weapon attack.

4- Bonus Feat or 1 Additional Shikai Ability. This counts as a Reiatsu feat no matter which option you choose.

5- PERFECT BANKAI [PRESTIGE]
Benefit: You gain either 4 Shikai Abilities, 2 Bankai Abilities, 2 Bonus Feats or +1[BW] to your Weapon Attack. You cannot gain Bankai Abilities if you do not have access to a Bankai

2nd Division Special Ops

Also called the Secret Mobile Unit/Corps or Covert Ops, the onmitsukidō (onmitsukidō lit. secret tactics, called the Stealth Force in the English dubbed version) has five divisions. The top rank is the Executive Militia (keigun), the second is the Patrol Corps (keiratai), and the fifth division is called the Reversal Counter Force or Correctional Force (riteitai). The other two division names or functions are unknown. There is little information about the operations of the Special Forces.
The Special Forces are currently run by Captain Soifon of the Gotei 13's 2nd Division. She succeeded Yoruichi Shihouin, who departed Soul Society 100 years before the start of the Bleach storyline.

Ranks: The head of the special forces is called commander-in-chief (□ □ □ □, sōshireikan). The leaders of each on the five divisions are ranked as corps commander (□ □ □, gundanchō), the real-life equivalent being Lieutenant General. Although it is unknown how other ranks work in the Special Forces, like in Gotei 13, the leader of the forces generally also commands its top division, which is the Executive Militia, but unlike in the Gotei 13, the force commander has several bodyguards.

Uniforms: The Executive Militia uniform, as seen in the manga and anime respectively. Although the general Special Forces uniform appears to be the standard Shinigami uniform, the Executive Militia uniform is different from the Gotei 13. Overall, it resembles a ninja uniform. It has no visible white undergarments and the sash is dark as opposed to white. A headpiece covers the bottom part of the face and sometimes the top, but not the eyes; they wear no sandals, but long tabi boots, and tight bands are on the legs and arms to keep the clothes from moving too much, which both are presumably for silence of movement. In the anime, members of the Executive Militia also wear their head covering on the top, not just the bottom and wear a black sash instead of a white one.
The leader of the militia wears the same uniform, except that the shoulders and back are exposed. The reason for the empty space is the Shunkō (□ □, Shunkō lit. flash cry) technique, an advanced technique that combines hand to hand combat and Kidō and causes high spiritual pressure to accumulate at the shoulders and back, blasting away the fabric at the shoulders and back.
The Correctional Force uniform is radically different. The soldiers wear a white uniform, a long piece of headgear, and a backpack.

Prerequisites:
Feats: Shinigami, Sneak Attack, Seasoned, Skill mastery
Skills: Hide 10 ranks, Flash Step 10 Ranks

1- IMPROVED SNEAK ATTACK [PRESTIGE]
Benefit: Your Sneak attack damage is upgraded to d8.

2- Any one Reiatsu or Flash step feat

3- DEATH ATTACK [PRESTIGE]
Benefit: If the Special ops studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (player's choice). While studying the victim, the character can undertake only movement actions and free actions as his attention stays focused on the target. If the victim of such an attack fails a Fortitude save (DC 12 + the character's level) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the attacker. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the attacker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the attacker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack. This is an extraordinary ability.

4- Any one Reiatsu or Flash step feat

5- SHUNKŌ [PRESTIGE]
Benefit: The greatest refinement of offensively used kido, Shunko covers the user in crackling aura of lightning that gives them a +4 bonus to Strength and Dexterity allows them to add 2d6 lightning damage to their unarmed attacks. This also allows them to use Hankai as if they were a member of the Kido Corps. Activating this ability costs 70 reiatsu and can last up to 1 minute per character level. After using this ability you become fatigued until you receive 8 hours of rest. If you are already fatigued, you become exhausted, if you are already exhausted you go unconscious after using this technique. This is a supernatural ability.

3rd Division Repenter

The third division is taught to despise war, and battle. They see no glory in it, they see no honor, only death and despair. As such a select few are taught the secrets of the Repenter, a select group that seeks to end war by peaceful measures. They don't always succeed, but are known to be wonderful diplomats.

Prerequisites:
Feats: Skill Focus Intimidate, Skill Focus Diplomacy
Skills: Knowledge (Kido) 8+ Ranks, Diplomacy 6+ Ranks, Intimidate 6+ Ranks

1 – REPENT [PRESTIGE]
Using the weight of your words alone, you cause others around you to fall into despair. When you soul crush someone, you may replace the effect with a feeling of repentance. Any who become soul crushed instantly drop to their knees and begin crying. They take a -1 penalty to all d20 rolls per 3 character levels. If the target does not wish to repent, they take 1d6 non-lethal damage per their character level. This is an extraordinary ability.

2 – Bonus Feat

3 – THE END IS NIGH [PRESTIGE]
The repenter makes a melee touch attack that may be made with a hand or zanpakutou. If successful, the target is marked and is given a code of conduct by the repenter. If the target fails to uphold this code of conduct they take 1d6 damage per 3 character levels of the repenter. This is a supernatural ability.

4 – Bonus Feat

5 – AN END TO WAR [PRESTIGE]
Once per day per 3 character levels, the Repenter may set up an invisible field 80 feet in diameter. All within instantly know that any who becomes hostile within will be met with dire consequences. Any being that makes an attack while the field is up takes 1d6 damage per the repenter's character level (lethal or non lethal must be chosen when the user uses this ability and cannot be changed afterward until the next use.) and must make a fortitude save (DC 15+ Character Level + Spell Score Modifier) or be struck deaf and blind for 1d4+1 rounds. This effect lasts for 3 + Spellscore Modifier rounds. This is a supernatural ability.

4th Division Specialist

One of the least respected squads of all the Gotei 13, yet possibly the most important, the 4th division is responsible for the lives of Shinigami everywhere. They are the battlefield medics, surgeons, doctors and generally healers. Also, they service the Seireitai itself cleaning streets, gutters and regulating sewage.

The 4th Division Specialist is a master of healing, someone that might even be able to recombine a soul before it passes onto it's next incarnation. To those that don't know them, they seem weak, effeminate and foolish. Never willing to fight, always healing everyone on a battlefield that is still alive, even enemies. The worst offenders of the prejudice is Squad 11, who value strength over everything else.

Prerequisites
Feat: Reiatsu Healing
Treat Injury: 8+ Ranks

1 – CHANNEL DIVINITY
You gain a pool of Divine Channeling per day equal to 3+Wisdom Modifier. You may use these points in several ways. Unless noted, a Channel Divinity usage targets one creature or spell (Either the caster or the target or the target spell). Using Channel Divinity is a supernatural ability.

Usage	Divine Channeling Point Cost
Use Reiatsu Healing at a range of 30 feet	2
Double your Reiatsu Healing for the round	2
Add 2d8 healing to one Reiatsu Healing attempt	1
Imbue liquid with *Sleep*	1
Imbue liquid with *Deep Slumber*	2
Gain +4 bonus on Fort Saving Throw for one turn	1
Give +4 bonus on Will Saving Throw for one turn	1
Use Reiatsu Healing as an immediate action	3
Remove Disease/Blindness/Deafness	2

2 – Bonus Base Feat or +2 Channel Divinity Points

3 – HEALING AURA [PRESTIGE]
By using one use of Divine Channeling, you may use Reiatsu Healing in a 20 foot burst per Divine Channeling point spent. You may not use more than your Fourth Division Specialist levels in points for this effect. This is a supernatural ability.

4 – Bonus Base Feat or +2 Channel Divinity Points

5 – RECOMBINATION [PRESTIGE]
If you can get to a being that's been slain (that was alive or not beforehand) within 1d4 rounds per character level of it's death, you can spend a number of Channel Divinity points equal to it's HD to reform it's essence into the body it was before it moves on the path of reincarnation. This is a supernatural ability.

5th Division Kido Master

While the Kido Corps use Kido almost exclusively to fight their battles, there are some that use kido as a fluid part of a style of combat. This is exemplified in the teachings of Souske Aizen before his betrayal of soul society. He taught that while good martial skills are an asset, they are nothing without good kido skills to back them up. This lesson was learned most harshly by those that became outcasts in soul society 100 years ago.

Prerequisites: Kido Artist, Zanjutsu Master, Weapon Attack 6+ ranks, Fortitude and Will 6+ Ranks

For each level taken in this path, choose one of the following effects. These count as Prestige Feats and you may only take five levels of this path. Each ability taken from this path counts as a Reiatsu Feat and is a supernatural ability.

Kido Mastery
Choose a number of Kido equal to your Spellscore modifier. When fully incanting these kido, your power level is considered 5 higher than normal. Once per day per point of spellscore modifier, you may multiply all numerical values of these kido by one and a half when fully incanting these kido. This may be taken multiple times, choose different kido each time

Kido Presence
Choose a number of kido equal to your Spellscore modifier. When casting these kido within melee range, you do not provoke an attack of opportunity from opponents. This can be taken multiple times, choose different kido each time.

Kido Spring Attack
Choose a number of kido equal to your intelligence modifier. When casting these kido, you may move before and after the casting as long as you do not exceed your maximum land speed for the round. You do not provoke attacks of opportunity for these kido when moving through threatened squares. This can be taken multiple times, choose different kido each time.

Kido Fortitude
When using a kido for a purpose other than it's intended purpose, you add +5 to the Spellcraft roll. In addition, should you still fail the check, you take 1/2 the resulting damage.

Kido Advancement
You may take kido from a grade your spellscore modifier higher than normal. Also for purposes of save DC of your Kido, increase it by 4.

Kido Focus
You add a +2 bonus to all save DC's of your Kidos. This may be taken multiple times. Each extra time taken adds an additional +1 bonus to all save DC's.

Kido Tie Off
With this ability, you can keep a kido that you have cast with a duration of concentration in effect indefinitely without having to hold it. The kido simply continues to function until you release it, regardless of what you do or where you are. To release the kido you must be able to see it.
A tied off kido will eventually unravel and end. The duration of a tied off kido is a number of rounds equal to your level minus the grade bracket of the kido.

Kido Concentration
While concentrating on a kido you already have cast, you may cast a second kido. The first kido remains in effect. Attempting to cast a second kido requires a concentration check against a DC 15. If the check is failed you cannot cast the second kido without releasing the first. This can be taken multiple times to cast an additional kido each time.

Kido Binding Expert
When an opponent would break free of your bakudo, you may make a will save as if defending against a kido of that grade binding spell. If you pass the will save it remains in place. If it fails, they break free of the effect and you lose reiatsu as if you tried to use the bakudo again.

Kido Blasting Mastery
For kido that do not have the volley keyword, you may pay one third again the Reiatsu to effect multiple targets, up to one per three character levels.

6th Division Flash Dancer

Using flash step as a deadly dance of death, the flash dancer is a force to be reckoned with in combat and can almost go unseen until the first of the enemies dies.

Prerequisites:
Skills: Move Silently 8 ranks, Hide 8 ranks, Perform (dance) 5 ranks.
Feats: Combat Reflexes, Dodge, Mobility.

1 – HIDE IN PLAIN SIGHT [PRESTIGE]
A flash dancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a flash dancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow. This is an extraordinary ability.

2 – SHADOW ILLUSION [PRESTIGE]
The flash dancer gains the feat Flash Step Decoy and the Feat Flash Step Invisibility regardless of eligibility.

3 – FLASH LEAP [PRESTIGE]
Whenever a flash dancer rolls a flash step check, any roll of a 1-9 is considered a 10. Also, the Flash Dancer gains the feat Flash Step Spring Attack regardless of eligibility. This is an extraordinary ability.

4 – SHADOW SOUL [PRESTIGE]
Whenever a Flash Dancer is near a shadow, they can cause that shadow to envelop them and transport them to another shadow within flash step distance. This is done by making a Flash step check. Should it succeed to cover the distance, you move the distance and, if you moved adjacent to an opponent, they must make a will save (Intelligence based) or be caught flat footed. This is a supernatural ability.

5 – IMPROVED FLASH LEAP [PRESTIGE]
Whenever a flash dancer rolls a flash step check, any roll of 1-14 is considered a 15. Also, the flash dancer may make an additional attack while using Flash Step Spring Attack per point of Dexterity modifier they possess. This is an extraordinary ability.

7th Division First Responder

Disasters happen, and when they do, the Gotei 13's first people in, are those of 7th squad. Though not a lofty position, they act as firemen, medics and a steady supply of information to make sure that the rest of the Gotei knows exactly what's going on.

Prerequisites: Skill Focus (Initiative), Lightning Reflexes, Combat Reflexes, Skill Focus (Treat Injury)

1 – FIRST IN [PRESTIGE]
You gain a +3 bonus to your initiative rolls. In addition, if you are the first person to act on initiative, you gain that same bonus to any action you take on that round, and may take an extra standard action during that same round. This is an extraordinary ability.

2 – INFORMATION CHAIN [PRESTIGE]
You gain the ability to use the spell *Whispering Wind* up to spell score modifier per day. The only difference is that range is increased to 1 SPIRIT mile per caster level. Your caster level and character level are the same. This is a supernatural ability.

3 – Bonus Feat

4 – HELP EVERYONE [PRESTIGE]
Once per day per character level, you may create a 80 foot aura around you that grants everyone within it, save enemies, either a *heal* spell, or a *teleport without error* spell away from the area at the effected creature's choice. They cannot receive both benefits at the same time. The aura lasts 1 round per two character levels. This is a supernatural ability.

5 – KEEP GOING [PRESTIGE]
Sometimes you have to push yourself beyond the limits of even a shinigami. You can force your healing system to speed up tremendously. Once per day per point of spell score modifier, you gain Fast healing equal to your spell score for a number of rounds equal to your spell score. This is a supernatural ability.

8th Division Inebriated Brigade

Taking after their captain, Shunsui Kyōraku, many members of squad 8 have learned to fight while under the influence. It gives them more ability to absorb damage, and makes them hit harder by lowering their inhibitions.

Prerequisites: Endurance, Diehard, Heroic Attribute (Constitution)
Skills: Unarmed Attack: 4+ Ranks, Weapon Attack 8+ Ranks, Defense 6+ Ranks

1 – INEBRIATED METABOLISM [PRESTIGE]
It takes a lot to get you drunk. And you're never as drunk as you appear. You gain a +4 bonus to fortitude saves to stave off drunkenness, but if you would have failed without the +4, you gain the bonus of being drunk (+1 to Strength or Constitution for each drink beyond the first, Max, +10). If you gain the bonus, you appear to have suffered the penalty, but you know better. Each charge lasts one round per level. If you choose to fail the check, you gain this bonus. This is an extraordinary ability.

2 – FIRE BREATH [PRESTIGE]
If you have drunken at least one tankard of alcohol before battle, you may exude a 30 foot cone of fire that does 1d6 damage per point of Constitution Modifier. You may do this once per battle per tankard you drank prior to battle (within the last hour before battle began). This is a supernatural ability.

3 – SWERVE DEFENSE [PRESTIGE]
Your bonus from Endurance counts towards your Defense skill as long as you are inebriated, or under the effects of inebriated metabolism. In addition, if someone misses you with an attack, you can take an attack of opportunity against that target with a bonus equal to the number of bonuses you have from inebriation. This is an extraordinary ability.

4 – BEER IS GOOD... AND STUFF [PRESTIGE]
You may prematurely end one charge of Inebriated Metabolism to gain the effects of a healing effect that heals you 1d8 per 2 levels + 1 per level hit points of damage. You may do this a number of times per day per spell score modifier. This is a supernatural ability.

5 – COARKSCREW HEADBUTT [PRESTIGE]
The ultimate move of the inebriated brigade. Make a charge attack regardless of distance from your target. If you hit, you deal triple damage. If you fail, you fall prone and can't get up till the end of the opponent's next turn. This is an extraordinary ability.

9th Division Investigator

Prerequisites: Weapon Attack 6+ Ranks, Investigate 6+ Ranks, Listen 6+ Ranks, Sense Motive 6+ Ranks

1 – PROFILE [PRESTIGE]
By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect. This is an extraordinary ability.

2 – CONTACTS [PRESTIGE]
An Investigator of 2nd level or higher cultivates associates and informants. Each time the Investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Investigator on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Investigator's behalf).

When this feat is first gained, you gain a low-level contact (Levels 1-6). Each other prestige feat you gain you gain a contact of a higher level. The next two feats you gain are mid-level contacts (Levels 7-12) and the last feat in this chain grants you a high level contact (Levels 12-18)

The Investigator can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Investigator owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill. A Contact is an extraordinary ability.

3 – NONLETHAL FORCE [PRESTIGE]
At 4th level, an Investigator becomes adept at using nonlethal force to subdue an opponent. From this point on, he or she can deal nonlethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll. This is an extraordinary ability.

4 – DISCERN LIES [PRESTIGE]
An Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny. This is an extraordinary ability.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

5 – SIXTH SENSE [PRESTIGE]
An Investigator becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. Whenever the Investigator spends an action dice to improve the result of a skill check made using certain skills (see below), the Investigator gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot and is an extraordinary ability.

10th Division Gate Guardians

Prerequisites: Weapon Attack 8+ ranks, Unarmed Combat 4+ Ranks, Deflect Arrows, Endurance, Diehard.

1 – FOCUS [PRESTIGE]
As a standard action you can make a DC 12 Concentration Check. Should you succeed, you are focused. This focus lasts 3 + Spellscore Modifier in rounds. While focused you receive a +2 to all Base Skill rolls, and may expend this focus to power other prestige feats from this path. Also, if you have an ability you can only use for a fixed times per day, you can make a DC 30 Concentration check while in Focus to gain 1 more use. This portion can only be used once per day. This is an extraordinary ability.

2 – FEEDBACK LOOP [PRESTIGE]
Expend your Focus. For a number of rounds of Focus surrendered, all enemies that deal damage to you take the same amount of damage. They may make a Fortitude check (DC 15 + Character Level + Spellscore Modifier) to take half damage. This is a supernatural ability.

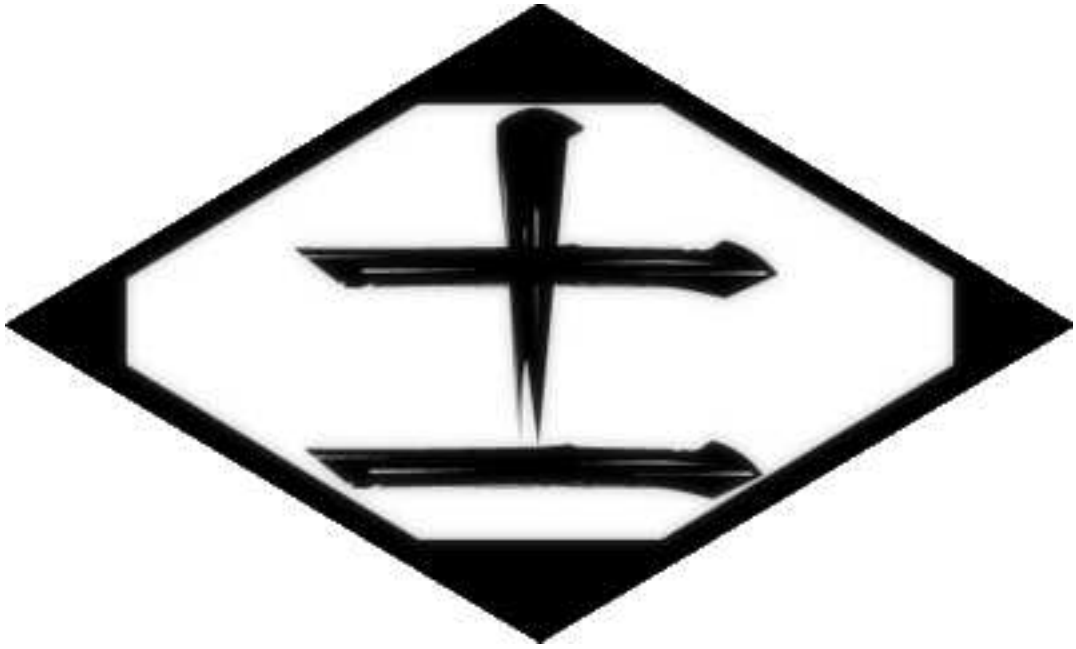
3 – ENERGY BASTION [PRESTIGE]
Expend your focus. For a number of rounds of focus surrendered, you gain resistance to all damage equal to your level + spellscore modifier. This is a supernatural ability.

4 – INTREPID BARRIER [PRESTIGE]
By expending your focus you can erect a shield of energy. This field can encompass an area of 5 ft per level and grants all allies inside DR 15/- and Energy Resistance to all energy types +15. The damage reduction gained stacks with all other types of Damage reduction. It also grants a bonus to defensive rolls equal to your level. This effect lasts one round per sacrificed focus. By taking 10 damage per round remaining, you can extend the duration of your barrier to minutes. You must be healed before you can use this ability again if you choose to take damage. This is a supernatural ability.

5 – PATCH [PRESTIGE]
You can expend your focus to change damage to non-lethal damage at a rate of 1d8 per round remaining in your focus. You may do this to only yourself, and you heal this non-lethal damage as you would normally lethal damage (1 point per level per night of rest). This is a supernatural ability.

11th Division Veteran

Amongst the Gotei 13, the 11th Division is the most violent. Its Taisho is one of the most terrifying fighters of the spirit world and his training is merciless. He sometimes singles out a warrior whose spirit, far from being tamed by pain and showing no fear of death, revels in bloodshed and the intoxication of putting one's existence on the line. For those few, Zaraki Kenpachi becomes a model, an inspiration, and its way of fighting, a way of living and dying.



Prerequisites:
Weapon Attack 10+ Ranks
Feat: Shinigami, Zantetzuken, Rage, Blooded
Special: Lost but survived a duel with current 11th division Captain.

1- VETERAN WARRIOR [PRESTIGE]
Benefit: Surviving the training of Taisho Zaraki Kenpachi was an epiphany, and has forged you in one of the most terrifying force of war in the Shinigami divisions. Once per day you can lose yourself in the fury of battle raising your Reiatsu to nearly uncontrollable levels. This Frenzy adds a +2 bonus to Strength, imposes a fixed -4 penalty to Defense, and gives the Veteran a single extra attack at its highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which your character is fatigued for 5 rounds. This is an extraordinary ability.

2- Any one Release or Reiatsu feat

3- GREAT WARRIOR [PRESTIGE]
Benefit: Your Frenzy bonus improves. It now adds a +6 bonus to Strength, imposes a fixed -4 penalty to AC, and gives the Veteran a single extra attack at its highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which your character is fatigued for 5 rounds. This is an extraordinary ability.

4- Any one Release or Reiatsu feat

5- LEGENDARY WARRIOR [PRESTIGE]
Benefit: Your Frenzy bonus reaches its maximum. It now adds a +10 bonus to Strength, imposes a fixed -4 penalty to AC, and gives the Veteran two extra attacks at their highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which your character is fatigued for 5 rounds. This is an extraordinary ability.

12th Division Scientist

If you ask one of its members, The Shinigami Research institute only calls to the brightest, unfettered minds. If you ask any other shinigami with half his mind, she'll tell you it's a den of Madlove, Frankenstein and Q -like scientist. Strangely, the two presentations aren't opposed. It's just that a bit too often, the later has to deal with the consequences of the former's failed (or successful) experiments.

Prerequisites:
Feat: Academic Knowledge, Seasoned
Skills: any 3 knowledges at 10 ranks

Special Feats:

1- CRAFT CONSTRUCT [PRESTIGE]
Benefit: The Scientist gains the *craft construct* feat as a bonus feat. Constructs built with this feat have an intelligence and constitution score of 10 + Spellscore modifier of the builder

2- CHEMICAL AUGMENTATION [PRESTIGE]
Benefit: When crafting a chemical item, you may increase the potency of the DC to resist the effects of the item by 1 by adding 1 to the craft check. Every 3 you add to the craft check adds 1 to the Purchase DC and the time to create the item by 1 hour. This is an extraordinary ability.

3- FORBIDDEN EXPERIMENTS [PRESTIGE]
Benefit: You have used your knowledge of Shinigami metabolism to step beyond the boundaries of traditional science. You may pick one *hollow growth* power per point of Intelligence Modifier. This is an extraordinary ability, but there may be supernatural abilities within the hollow growth powers you pick.

4- IMPROVED INVENTION [PRESTIGE]
Benefit: The GP and XP cost for creating constructs is halved.

5- BRILLIANT ANALYSIS [PRESTIGE]
Benefit: When confronted to an unusual phenomenon or enemy, the Scientist can use her knowledge to protect herself from potential harm. After studying its target for 3 rounds, the scientist can ignore all its direct damage and harmful effects for 1d4+ Int modifiers rounds. While studying the attacker, the Scientist can undertake only movement actions and free actions as his attention stays focused on the target.
Once the immunity ends, the Scientist gains a permanent bonus Defense and saving throws against this particular phenomenon or individual enemy. Equal to his Intelligence bonus. This is a supernatural ability.

13th Division Storm Lord

Prerequisites: An elemental Zanpakutou, 2 times base zanpakutou damage, Weapon Skill Focus: Weapon Attack

1 – ELEMENTAL POWER [PRESTIGE]
Your elemental style attacks are considered empowered once per day per point of spellscore modifier. This is a supernatural ability.

2 – Bonus Feat

3 - ELEMENTAL FORCE [PRESTIGE]
All your elemental damage also counts as force damage for resistances and immunities when advantagous. This is a supernatural ability.

4 – Bonus Feat

5 – ELEMENTAL MASTERY [PRESTIGE]
When you use an elemental attack with your Zanpakutou, you ignore the first [Character Level] points of any style of damage inhibition. This is a supernatural ability.

Kidō Corps

There is currently little information on the Kido Corps (???, kidoshu), except that it takes students from the Shinigami Academy that excel in demon arts and that its operations are executed in absolute secrecy.
The main mission of the Kido Corps is marshaling the borders of the known spiritual realms, making sure no being or other extraordinary phenomenons enter or leave the dimension of the Soul society uncontrolled. They are also often sent on scouting missions to the new or unknown demi-planes that often pops up in the spiritual void between the realms.
The Kido Corps is also responsible for opening the senkaimon (???, senkaimon lit. world penetration gate) between the human world and Soul Society.

Prerequisites:
Feat: Shinigami, Kido Artist, Kentate
Skills: Knowledge (Kido) 10 ranks, Spellcraft 10 ranks, Concentration 10 ranks

Special Feats: The feats detailed below are considered Reiatsu feats.

1- ITEM OF POWER [PRESTIGE]
You gain an item called an Item of Power. This item of power counts as a Zanpakutou for qualifying for feats that are activated using your reiatsu (Such as Kentate and Kido Artist), but no other Zanpakutou Feats. Your Item of Power appears in any fashion you wish it to appear that can be worn from a necklace, placed on a belt or held in the hand. Your Item of Power is not a weapon, but grants a bonus to your Spell Damage equal to +1d6 at 6 ranks in Spellcraft, +2d6 at 11 ranks of Spellcraft and +3d6 at 16 ranks in Spellcraft, etc.

2- Any one Reiatsu feat

3- HANKI [PRESTIGE]
Benefit: This technique nullifies an opponent's supernatural (Kido, Cero, Elemental Release damage...) attack by hitting them with a perfectly opposite surge of energy. The Kido Corp must spends 10 Reiatsu per d6 of damage or per 10 reiatsu spent he wants to fend off. He must guess the correct amount, or can make a Spellcraft check (DC 10+ 1 per 10 needed Reiatsu). If his bid is superior to the attacker's damage dice or spent reiatsu, he has successfully nullified the attack. This is a supernatural ability.

4- Any one Reiatsu feat

5- TRUE KIDO MASTERY [PRESTIGE]
You gain 2 Kido Mastery abilities from the Squad 5 Kido Master prestige path. These are supernatural abilities.

Quincigami

A Quincigami is a former Quincy that has lost their powers before they died thus placing them back into the cycle of reincarnation. Once dead, their Reiatsu is enough that they were able to become a Shinigami. Somewhere along the line however, a piece of their former life found them, and they once again begin to grasp their Quincy heritage.

When a Shinigami realizes that they were once a Quincy in life, they begin to regress old powers, the first of which is the redesign of their Zanpakutou as a Ranged Weapon, and the need to focus through a Quincy Cross to access some powers.

Once their Zanpakutou spirit recognizes their new knowledge, it continues to be able to shift back and fourth between it's old form and it's new, giving the Quincigami remarkable versatility and power.

Prerequisites:
Feats: Shinigami, Oldblood (Quincy)
Ranged Combat: 6+ Ranks
Weapon Combat: 6+ Ranks
Must have lost the Alive Feat by dying (If you lose the alive feat by dying, please retrain the alive feat with another feat that you meet the prerequisites for.)
Must own a Quincy Cross.

1 – RANGED ZANPAKUTOU [PRESTIGE]
Your Zanpakutou has recognized the fact that you were once a Quincy, and as such reforms itself into a ranged weapon of your choice as if you had chosen the Renewed Release feat for each of your current releases. Using a Quincy Cross as a focus makes your Zanpakutou's critical modifier 1 higher than normal (x2 becomes x3, x3 becomes x4, to a maximum of x7). This is a supernatural ability.

2 – Any Flash or Reiatsu Feat

3 – SHIFTING RELEASE [PRESTIGE]
Your Shinigami heritage cannot be denied, as such, you gain an Alternate Release for your Zanpakutou that is the equal of your original Zanpakutou. You may shift your Zanpakutou's form back and forth between these two forms a number of times equal to 3 + Wisdom Modifier. Using a Quincy Cross as a focus makes this transition easier, and that focus may count as 1 shift per day, and you may transfer one choice per 4 levels of Release Powers between the two forms. This is a supernatural ability.

4 – Any Character or Flash Feat

5 – SEELE SCHNEIDER RELEASE [PRESTIGE]
The epitome of your power as a Quincigami. Once per day per three character levels, you make your Zanpakutou split into both your ranged and melee forms. You may then use your melee Zanpakutou as a Quincy Arrow of unprecedented power with all it's abilities attatched. Using this power eliminates your Zanpakutou's melee form for 1d4 rounds. If used more than 3 times in one day, the Quincigami must rest for a full day before using it again. Using a Quincy Cross as a focus makes this easier, reducing the time between shots to one round, and the times per day that it can be used increases to one half character level. This is a supernatural ability.

Baishinisan

Since the tragedy that led Baishin and its lieutenants to their untimely death, some took over the notes he left behind and somewhat perfected its method of training. Referring to themselves as the Baishinisan (lit. Baishin's legacy) their school hasn't gained a formal sanction from the gotei13, but even the most traditional minded Captains and 46 central chamber members are willing to turn a blind eye on some of the embarrassment the Baishinisan create, as all grudgingly acknowledge the power that could come as their teachings perfect.

Prerequisites
Feat: Constant release, Soul companion, Fortitude save 10+ ranks
Special: 3[BW] zanpakuto damage

1- SWORD FRENZY [PRESTIGE]
Benefit: In the First step on the path of Baishin, a Baishinisan learn to enter a state of unstable fusion with his zanpakuto. She gains a considerable boost in speed and stamina, but her mind is consumed by the power of her own blade. If the Baishinisan cannot get out of this state, she turns into a dangerous force that will need to be taken down by force.
Entering sword frenzy is a move action. Once in sword frenzy the Baishinisan gains his constition modifier as a bonus to attack, damage, and natural armor class. The aspect of the Baishinisan often change to a somewhat metallic, armored look.
Each round, the Baishinisan receive 1d4 WIS temporary damage. To end the Sword Frenzy the character must succeed a Will save against a DC of his own character level. If the character fails to end the frenzy, she becomes *confused* until reduced to zero hit points or made unconscious. Once the character is healed, she recovers all lost WIS points.
In this state of fusion between spirit and blade, the character gains the Construct type (see below). This is a supernatural ability.

2 - NATURAL ARMOR [PRESTIGE]
Benefit: On his path to become one with the blade, the Baishinisan learns to become steel-like. At second level, he gains a +2 natural armor bonus. This bonus stacks with the bonus from the Sword Frenzy. The Baishinisan's skin often takes a slightly metallic sheen, with tints varying from one person to another. This is an extraordinary ability.

3 - REIATSU DRAIN [PRESTIGE]
Benefit: The ability to fuel their frenzy at the expense of other's Reiatsu is one of the most ill perceived power of the Baishinisan. Upon reaching the third level, the character gains a special ability damage effect that allows them to fuel a power pool that will feed their frenzy for some time. The ability damage is a touch attack that will transfer 1d6 WIS points from the victim to a special point pool the Baishinisan can use to fuel her frenzy instead of receiving ability damage. Once this pool is exhausted, the Baishinisan loose WIS points as per basic Sword frenzy rule. Points in this pool cannot exceed the Baishinisan's character level, and cannot be stocked for more than one day. This is a supernatural ability.

4 – GREATER NATURAL ARMOR [PRESTIGE]
Benefit: At fourth level the natural armor bonus of a Baishinisan increase to +4. This bonus stacks with the bonus from the Sword Frenzy. At this stage some develop strange engravings or plates on their bodies. This is an extraordinary ability.

5- PERFECT SWORD FUSION [PRESTIGE]
Benefit: The Baishinisan reach a state of harmonious fusion with his blade, and as his spirit is united, he is granted the Greater Constant Release feat even if you do not meet the prerequisites for the feat. In this state of balance between spirit and blade, the character permanently gains the Construct type. At this stage the Zanpakutou of the Baishinisan is within the user, and can no longer be sundered. This is a supernatural ability.

Bakkotou Wielder

Forbidden by Soul Society for the danger to the wielder, some have found a way to enact ancient rituals that force their Zanpakutou to begin to gain Hollow Traits. Different than a Vizard or an Arrancar, there are some very similar elements between the two.

The true drawback of the Bakkotou is that over time, if you are weak, the Bakkoutou drains your life energy and kills you, sucking your soul into the Bakkotou to use as power for the next user foolish enough to activate it. Strong wielders generally give off enough Reiatsu to satiate their Bakkotou without taking penalties.

Prerequisites
Shinigami Feat
Shikai
Spellcraft 6+ Ranks
Exclusive Constant Release, Greater Constant Release, Any Bankai.

1 – BAKKOTOU [PRESTIGE]
Your Zanpakutou is forever changed into a Bakkotou. The spirit within is now a hollow, with no chance at redemption. It wants nothing more than to consume spirit energy, and does so with every swing. Every time you kill an opponent, one point goes into your Bakkotou as a Soul Charge. When you gain 10 or more Soul Charges, your Bakkotou gains a Hollow Growth Ability. This can only be a Scent, or a Supernatural Ability, which it confers to it's wielder. In exchange, when a Hollow Growth Ability is gained, the user must make a Fortitude Saving throw (DC 12 + The total number of Hollow Growth Abilities gained thus far) or take 1d4 points of permanent Constitution drain. If the Fortitude Saving throw fails, the wielder must make a Willpower Save with the same DC as the Fortitude save, or take 1d4 permanent Wisdom drain. If either ability becomes 0, the Bakkotou wielder dies, and is sucked into the Bakkotou, and the weapon itself gains an extra Hollow Growth Ability and becomes dormant waiting for the next user. In all other ways, the Bakkotou is a Zanpakutou except that you cannot take Bankai or Constant Release feats with a Bakkotou. A Bakkotou begins with 1 Hollow Growth Power that it can legally take per point of Charisma Bonus of the wielder. (Max 3, Min 1). In this form you keep your Shikai and it's progression thereafter changes to a new shikai ability every 4 levels. The Bakkotou counts as a Zanpakutou for all abilities. This is a supernatural ability.

2 – Any Base or Character Feat

3 – BAKKOTOU RESILLIANCE [PRESTIGE]
Through trial and error, and surviving the harrowing trials the Bakkotou places on you, you have steeled yourself to the malevolent spirit of the Bakkotou. You now only make a saving throw once every two Hollow Growth Abilities gained. You also gain a bonus to your saving throws equal to your Charisma Modifier. This is an extraordinary ability.

4 – Any Base or Soul Feat

5 – BAKKOTOU FINAL RELEASE [PRESTIGE]
The Bakkotou version of Bankai, this is a combination of Bankai and Resserrection. For one round per (Level + Constitution Modifier) per day, you may release your Bakkotou's full power. Doing so you gain a number of Physical Alteration Hollow Growth abilities or Combat Manuver Hollow Growth Abilities equal to your Bakkotou's other Hollow Growth Abilities. You take on a chitinous Arrancar appearance, but your sword is still available to you with all it's abilities still intact. This is a supernatural ability.

Onmitsukidō Hakuda Expert

The Onmitsukidō is a special strike unit under the command of the Central 46 Chambers. It is divided into five units, each of which has its own special duties to carry out. These duties range from relaying information to patrol, discipline and assassination. If the Gotei 13 are the considered as an exterior guard, then the Onmitsukidō is an interior, covert guard. Originally a separate branch of Soul Society's army, the Onmitsukidō was traditionally tied to the Shihōin family. When the Commander-in-Chief would gain a title within the Gotei 13, the Onmitsukidō would become attached to that division as well. The Special Forces is generally commanded by a member of the noble family Shihōin, though the last member to hold this position was Yoruichi Shihōin before she departed Soul Society around 100 years before the main story line. Since that time, the Special Forces seem to be highly merged with the Gotei 13's 2nd Division.

The first branch of the Onmitsukidō. It is ranked the highest of the five branches in the division. Their responsibilities including punishment and assassination of ex-comrades who break the law and acting as scouts during battle against Hollows. Its members are dressed all in black and are known for their cold-bloodedness. They specialize in combat using Hakuda. It is normally headed by the the Commander-in-chief of the Onmitsukidō. Hakuda is a system of unarmed combat mastery that forsakes the Zanpakutou until either the finishing blow, or the direst need.

Prerequisites:
Feats: Hakudo Adept, Increased Flash Step, Supersonic Strike
Skills: Unarmed Attack, Balance, Jump and Tumble 8+ Ranks
Special: Must be chosen by another Hakuda Expert for training.

1 – HAKUDA DOUBLE TAP [PRESTIGE]
You may surrender quantity for quality. By surrendering all your other attacks in a full attack action, you may make an unarmed attack at your highest attack bonus with a bonus equal to one half your Strength Modifier (If you have the Weapon Finesse Feat, you use one half your Dexterity Modifier instead). If this attack hits, it automatically threatens critical and does double damage (Thus if the critical hit is confirmed the attack does x3 damage). When calculating damage, add one and a half times your strength modifier instead of normal. This is an extraordinary ability.

2 – Bonus Flash or Reiatsu Feat

3 – HAKUDA COUNTERATTACK [PRESTIGE]
You may surrender unarmed striking for counter-striking. By surrendering all your attacks in a full attack action, you may instead gain those attacks as attacks of opportunity against any opponent that attacks you in melee regardless if they hit you or not. For purposes of these attacks, your opponent is denied their Dexterity Bonus to AC, but only counts for sneak attack purposes if you are four or more character levels above them. This is an extraordinary ability.

4 – Bonus Flash or Soul Feat

5 – HAKUDA FLASH KICK [PRESTIGE]
You can move your body in such a way that your opponent might not see your attack until it's too late to block or dodge. You may use Hakuda Flash Kick three times per day plus once per point of your Dexterity Modifier. When you use Hakuda Flash Kick, make an attack roll as normal. Your opponent must then make a Spot Check with a DC equal to your roll. If they make the check, they defend normally with a -2 penalty to their Defense. If they miss the check, they are also considered flat-footed (And are denied their Dexterity Bonus to Defense). This is an extraordinary ability.

Vizard

The vizard are the antithesis to the arrancar; they are Shinigami who have obtained hollow powers and whose Shinigami powers remain dominant (although they do have to undergo a process and maintain their dominance over their hollow), while the arrancar are hollows that have obtained Shinigami powers and whose hollow powers remain dominant. Having begun as Shinigami, the vizard appear entirely human. Unlike the arrancar, they do not have holes or partial masks (common traits of transformed hollows) anywhere on their body, though they can produce masks on demand, and they carry zanpakutō like normal Shinigami. When using their hollow powers, a vizard's appearance does not change except for the mask on their face and the color of their eyes, with the whites of their eyes turning black and the irises gold. This process of donning one's hollow mask is referred to as "Hollowification" (□□, horō-ka).
Ichigo later discovers that there are other Shinigami who have acquired hollow powers besides himself. Shinji Hirako, a boy carrying a zanpakutō and a hollow mask, reveals that these renegade Shinigami call themselves the vizard. Shinji tries to convince Ichigo to join their group, saying that only he can teach Ichigo how to control his "hollow within" and keep it from taking over and destroying everything Ichigo cares about. Ichigo initially refuses Shinji's offer, but relents after realizing he can't control his inner hollow on his own. Ichigo insists that he's merely using them to learn how to control his inner hollow.
It is unclear what the motives of the vizard are. It is known, however, that vizard are considered criminals by Soul Society for committing the ultimate taboo of acquiring hollow powers. Hollows would also never accept a vizard, due to their former status as Shinigami. It is because of this that it can be presumed that the only side the vizard are on is their own. Regardless, they seem to be valuable allies-to-be in the battle against Sōsuke Aizen's army of arrancar, as Kisuke Urahara mentioned.
Unlike in Soul Society, where the rank is given accordingly to Shinigami within a division, or in Hueco Mundo, where a number is assigned to each arrancar reflecting their strength, the vizard have not yet revealed a structure based on hierarchy. However, Shinji Hirako does appear to be in some sort of leadership role.

Prerequisites:
Feat: Shinigami, Inner Hollow, Will save 10+ rank special: Must have faced and subdued the inner hollow.

1- MASKED WARRIOR [PRESTIGE]
When downing his hollow mask (a move action), the Vizards summon the Hollow Inside to use its power, much like when a Shinigami releasing his Zanpakutō. While masked, the Vizard benefits from a enhancement bonus to strength and dexterity equal to his character level. The Mask can be maintained for Character level+Con bonus/ rounds per day, and may be spread over multiple uses. While you have your mask activated double your Reiatsu Rating. This is a supernatural ability.

2- Any one Character or Reiatsu feat

3- CERO [PRESTIGE]
The Vizard can unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per 100 reiatsu in the user's pool for a static 90 reiatsu charge. Targets may make a reflex save (DC 15+ character level + constitution modifier) for half damage. This ability may be used once every 1d4 rounds. This counts as a Cero for Ceroshape Hollow Growth Powers and feats that require Cero as a prerequisite. This is a supernatural ability.

4- Any one Release of Flash step feat

5- ETERNAL MASK [PRESTIGE]
The Vizard learns to keep his mask downed for much longer. The Mask can be maintained for Character level+Con bonus/ minutes per day, and may be spread over multiple uses. This is a supernatural ability.

Jikojitsugen

There are some schools of thoughts among the Shinigami that state that Zanpakutou are merely swords and illusions. That the power of the Shinigami are within the shinigami himself. The follower of the Jikojitsugen path actualizes that tenant, gaining shikai powers of their own.

Prerequisites: Shinigami, Shikai, Sealed Zanpakutou Ability, Weapon Attack 11+ Ranks

1 – SELF ACTUALIZATION [PRESTIGE]
Choose one of your shikai powers. This power can now be activated at will whether or not you carry your Zanpakutou. Each feat of this path, choose another Shikai power to self actuate. If you choose a power that empowers your Zanpakutou, your unarmed strikes gain the bonus (IE if you have Crackling Blade, your fists would do +2d6 electricity damage). You must meet the prerequisites of your abilities before you can actualize them. This is a supernatural ability.

2 – Bonus Feat

3 – WEAPON ACTUALIZATION [PRESTIGE]
Any power you can actualize in yourself, you can actualize in any weapon you grasp. That weapon deals damage as your Zanpakutou. This is a supernatural ability.

4 – Bonus Feat

5 – FULL ACTUALIZATION [PRESTIGE]
You can activate all your Shikai powers from your Shikai Feat within yourself without your Zanpakutou. If you have a weapon in hand, you can have it function as your Full Zanpakutou being able to push it into other releases (Any Bankai, Variable Release, Alternate Release or Sacrificial Release) as a swift action with your full damage if better. You do not have to activate all your Zanpakutou abilities at once, and may freely choose which shikai abilities to activate. This is a supernatural ability.

Bearer of the Name Kenpachi

Prerequisites:
Feat: Sealed, Signature Reiatsu
Special: Exclusive Unleashed, must defeat the previous Kenpachi unless there is none at the time

1- ZENKAI [PRESTIGE, REIATSU]
One minute / character level + Con bonus / day, the Kenpachi may call upon his full raw power to gain the following effects. His zanpakutou deals damage equal to the full amount a character of your level should rather then 1d6, He doubles his current hit points and uses double his normal maximum to determine the max damage he may deal in one attack, he also doubles the stat increases he gained from the sealed feat, also the character may use his highest stat in place of his spellscore, and uses his full reiatsu pool.

In addition when not in Zenkai state determine his reiatsu score with out adding in the bonus for each reiatsu feat taken.

2 – KENTATE
You gain Kentate as a bonus feat ignoring prerequisites and one other reiatsu feat that the player chooses

3 – ZENKAI BOOST [PRESTIGE, REIATSU]
Your Zenkai duration expands to two minutes per level+con mod per day .

4 – ZANTEZUKEN
You gain Zantetzuken as a bonus feat ignoring prerequisites and one other reiatsu feat that the player chooses

5- FULL POWER ZENKAI [PRESTIGE, REIATSU]
While in Zenkai you gain three times the bonus stat increases from the Sealed feat and may use his highest stat modifier when soul crushing instead of charisma.

NON RACIAL PRESTIGE PATHS

OUTCAST

Sometimes you just have to leave the Soul Society, Hueco Mundo, The Shinkoukenjin or the Oni Courts and run. Even if it's to help them. Once branded an outcast by your collective, you won't be welcome there except in times of great strife, and will probably be killed on sight (If they can that is). Some will still deal with you unless you are seen as a blight on that society, or an outcast from a violent uprising.

Prerequisites: Any 1 Racial Feat, Respective attack skill 6+ ranks., Have been banned from your respective race.

1 - LIVING [PRESTIGE]
You gain the benefits of the alive feat even if you are not so. If you already have the alive feat, your Action Dice are now d12's instead of d10's. This is an extraordinary ability.

2 - FORBIDDEN KNOWLEGE I [PRESTIGE]
Pick a kido no higher than kido grade bracket 5. This becomes a supernatural ability usable 3/day

3 - FORBIDDEN KNOWLEDGE II [PRESTIGE]
Pick a kido no higher than kido grade bracket 5. This becomes a supernatural ability usable 3/day. Should you pick the same ability as Forbidden Knowedlge I, it gains 3 more uses per day.

4 - FORBIDDEN KNOWLEDGE III [PRESTIGE]
Pick a kido no higher than kido grade bracket 5 This becomes a supernatural ability usable 3/day. If you pick the same ability as Forbidden Knowledge II, it gains 3 more uses per day. If you chose the same ability for all three Forbidden Knowledge gains, it becomes at will.

5 - OUTCAST
You may choose one race other than your own. You qualify for prestige paths and feats as if you were a member of that race, and gain the feat of that race ignoring exclusivity. This is an extraordinary ability.

Bounty Hunter

Bring 'em back ... Usually its' bring them back alive, but not always. However you want them, the Bounty Hunter is ready to deliver, for a price. The Bounty Hunter's treasure is the personal or institutional vendettas of others. Some states and nations employ Bounty Hunters to track down escaped prisoners, political activists and enemies of the state. Other Bounty Hunters work for organized crime rings or other powerful entities; many work freelance, taking on whatever bounties are offered.

Prerequisites: Any 1 Attack Skill: 5+ Ranks
Spot: 8+ ranks
Gather Information: 8+ ranks
Intimidate: 5+ ranks
Move Silent: 5+ ranks
Feats: Track, Alertness

1 – CHOSEN TARGET [PRESTIGE]
By taking 24 hours of careful study of a target, with information gathered by a DC [10 + Target's Character Level] Gather Information check, the Bounty hunter may designate this person as a target. A Bounty Hunter gains a +2 bonus per 3 character levels against their chosen target for all rolls including damage. This is an extraordinary ability.

2 – BRING'EM BACK ALIVE [PRESTIGE]
You may always choose to deal non-lethal damage to your chosen target without taking the penalties to attack rolls. You still retain your Chosen Target bonuses. This is an extraordinary ability.

3 – PUT'EM DOWN [PRESTIGE]
You gain one stance with the following descriptors:
- Situation: Chosen Target Attacks You
- Benefit: Attack of Opportunity

4 – CAREFUL STUDY [PRESTIGE]
You can choose to add 10 to the DC of your Gather Information check to either speed up the study to 12 hours, or enhance your bonus to +3 per 4 levels. This is an extraordinary ability.

5 – DEATH ATTACK [PRESTIGE]
By studying your chosen target for 3 rounds in combat, you can attempt to kill them outright. Once you make the attack roll, if it hits, the target must make a Fortitude save versus your attack roll or be slain instantly. They aren't sent along the cycle or reincarnation, but are instead changed into a soul pupae. A soul pupae has a 10 defense and 1 hit point per level of the victim. Should you destroy the Pupae, they are sent along reincarnation's cycle. This is a supernatural ability.

Battlecaster

Some casters can take their powers to the extreme. These casters are a force of nature when in battle, doing things with spells others can't imagine.

Prerequisites: Spellcaster, Spellcraft 8+ ranks

1 – WARRIOR MAGE [PRESTIGE]
Your ability to cast in combat increases. You gain a +4 deflection bonus to defense rolls to avoid attacks of opportunity. Also, when casting kido, you may add your Spellscore modifier to damage. This is an extraordinary ability.

2 – Bonus Feat

3 – EXPANDED KNOWLEDGE [PRESTIGE]
Your spellscore is considered 4 higher than normal when calculating reiatsu. Also gain the knowledge of 2 new Kido per grade you can access including grades in the future that they gain. This is an extraordinary ability.

4 – Bonus Feat

5 – MAGICAL AVENGER [PRESTIGE]
Once per day per point of spellscore modifier you may use any Kido you know without incantation while retaining it's full power. This is a supernatural ability. This feat counts as Eishohaki for feat prerequisites and abilities.

Heartless Acolyte

Some beings become hollows when they die, some evolve powers that seem hollow-like in nature. Others, use hollows in rituals to bind them to their souls gaining their powers slowly over time.

Prerequisites: Must not already be a Hollow, Alive Feat, Spellcraft 8+ Ranks,

1 – BIND THE HOLLOW [PRESTIGE]
You bind a hollow to your soul, gaining 1 Hollow Growth power that does not change your physical appearance. You also gain +1 natural armor per 2 hollow growth powers you gain (Minimum +1), and +2/- Damage reduction that stacks with all other types of damage reduction. You are forever considered a hollow for effects that only affect hollows, and gain a +2 bonus to your Constitution score. This is an extraordinary ability.

2 – Bonus Feat or Bonus Hollow Growth Power

3 – HEARTLESS APOTHESIS [PRESTIGE]
The Heartless Acolyte gains an additional 2 Hollow Growth Powers and gains the ability to soul crush their opponents once per day without rolling. The difference in rolls is counted as being the character level of the Heartless Acolyte + Charisma modifier. Also, the target must make a will saving throw (DC 12 + Acolyte's Character Level + Charisma Modifier) or be stunned for 1d4 rounds. This is a supernatural ability.

4 – Bonus Feat or Bonus Hollow Growth Power

5 – HOLLOW TRANSMOGRIFICATION [PRESTIGE]
The Heartless Acolyte gains an additional 2 Hollow Growth Powers and gains Fire and Cold resistance 10. They fully become hollows, and may take the Hollow Growth Power feat regardless of their race to increase the number of hollow growth powers they have. They still gain the bonus of the Alive feat, and, like Substitute Soul Reapers are alive, and must use a method of Separating their soul from their body to activate any hollow growth powers gained after this level. This is an extraordinary ability.

Hollow Tamer

Prerequisites:
Feats: Seasoned
Skills: Bluff, Diplomacy or Intimidate 6+ Ranks
Special: Must be at least Spiritually Aware

1 – HOLLOW COMPANION [PRESTIGE]
You gain a hollow companion. This companion is built by you as a hollow of your level and levels up as you do. This does not count against your leadership companion. A hollow companion serves you faithfully and cannot be turned against you in any way barring gross abuse on your part. Should your hollow companion die, it can be replaced after a 24 hour period has elapsed and you perform a one hour ritual to summon a new hollow to you. Your hollow gains a bonus Hollow Growth power. This is an extraordinary ability.

2 – Your hollow companion gains a bonus Hollow Growth Power or a bonus feat or you gain a second hollow companion that is built at one level lower than your lowest level hollow companion.

3 – TRAIN YOUR HOLLOW [PRESTIGE]
You gain options when your hollow goes into battle. As a standard action you can command your hollow granting it a bonus equal to your intelligence modifier to one roll that round. You gain the Judge Opponent feat, but can only use it on other Hollows. Your hollow (or hollows) gain a bonus Hollow Growth Power. This is an extraordinary ability.

4 – Your hollow companion gains a bonus Hollow Growth Power or a bonus feat or you gain a third hollow companion that is built at one level lower than your lowest level hollow companion.

5 – SELF SACRIFICE [PRESTIGE]
You may sacrifice your own hit points to rejuvenate your hollow (or hollows). By relinquishing 1 hit points you can heal your hollow (or one of your hollows) by 5 hit points. This cannot place them over their maximum hit point value. You may only relinquish 1 hit point per point of charisma bonus per round for this effect. You may also sacrifice multiples of 5 hit points (if you are able) to remove a condition from your hollow (such as, but not limited to, nauseated, stunned or cowering). You cannot bring your hollow companions back to life in this manner. Your hollow (or hollows) gain a bonus Hollow Growth Power. This is a supernatural ability.

HOLLOW PRESTIGE PATHS

Adjucha

Adjuchas (□□□□□□, ajūkasu, Spanish for "stone demon") are the medium class of menos in terms of power, and the second stage in the menos evolution. Adjuchas can vary radically in appearance, from bulky humanoids to the jaguar-like form of Grimmjow Jeagerjaques. Unlike the gillians, they are roughly human-sized. They are also much smarter than the gillians and have the power to match. It is likely they could fight evenly with at least a Shinigami lieutenant. They watch over the many gillian-class menos, and in the anime are also capable of controlling them, or at the least those put in charge by Aizen can.
Adjuchas-class menos are much smaller in population compared to the gillian class, due to the rarity of any one hollow being capable of overwhelming the many other hollows that comprise the body of a gillian. Furthermore, the adjuchas must continue to devour hollows, or its mind will be absorbed by the hollows comprising its form and it will revert back into a gillian. The subsequent lack of an individual will also preclude the reverted gillian from becoming an adjuchas again.

Prerequisites:
Attack bonus 6+, Cero and Consumption Hollow Growth powers
Special: must have eaten the flesh of another Adjucha

1- DEVOUR [PRESTIGE]
When you consume a fallen opponent, you gain a greater part of its strength. You gain temporary hit points equal to its constitution score, and attribute bonus points equal to its character level to dispatch across your own attributes. These bonuses persist for one hour per level of the devoured character. This is a supernatural ability.

2- Any one Flash step or Reiatsu feat

3- SUMMON HOLLOW [PRESTIGE]
Once per day, you may summon a Hollow with no more than half your character level. The Hollow is summoned for one hour per Cha modifier of the Adjucha. The DM has the final say as to the abilities and shape of the summoned creature. The Hollow obeys your every command for the duration of the summon. You cannot gain sustenance from Summoned Hollows. This is a supernatural ability.

4- Any one Flash step or Reiatsu feat

5- HOLLOW SWARM [PRESTIGE]
This ability acts as the *Elemental Swarm* spell, but summons Hollows instead of elementals. This is a supernatural ability.

Hollow Brood Mother

Prerequisites:
Summon Lesser Hollow Hollow Growth Power
Telepathy Hollow Growth Power

1 – HIVEMIND [PRESTIGE]
All hollow within 30 yards of the Brood Mother are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No hollow in a group is considered flanked unless all of them are. This is an extraordinary ability.

2 – Bonus Feat

3 – SUMMON MORE HOLLOW [PRESTIGE]
You may now summon 2d4 lesser hollows +2d4 per 4 character levels instead of the normal 1d4. This is a supernatural ability.

4 – Bonus Feat

5 – SUMMON BIGGER HOLLOW [PRESTIGE]
Your summoned hollows have 20 hit points each per 4 levels, deal 10 damage each per 4 levels with their bite and can explode as a standard action for 10 damage per 5 levels which ignores damage reduction in a radius of 10 feet per 5 character levels and kills the bigger hollow. If another bigger hollow is caught in the blast of a bigger hollow it will itself detonate. This is a supernatural ability.

Hollow Gorger

Prerequisites:
Consumption Hollow Growth Power
Swallow Whole Hollow Growth Power

1 – SKILL GORGER [PRESTIGE]
When you consume a target you gain all the skills that they have as trained skills. This is an extraordinary ability.

2 – FACE GORGER [PRESTIGE]
In areas of darkness you gain a +10 bonus to disguise and bluff checks to deceive others if using a form of a being you have consumed. This is a supernatural ability.

3 – ATTACK GORGER [PRESTIGE]
Choose one being that you have eaten, you gain their racial attack if you don't already have it. You may choose another racial attack per feat you gain in this prestige path from here on in. This is an extraordinary ability.

4 – FEAT GORGER [PRESTIGE]
Choose one being that you have eaten, you gain one bonus feat per point of charisma modifier that they possessed. Minimum 1, maximum 5. Other than race you must meet the prerequisites of all feats you take from the creature. If you gain a feat that gives you a choice (such as Shikai), you must choose the same options that were chosen by the creature you consumed. This is an extraordinary ability.

5 – IMPROVED FEAT GORGER [PRESTIGE]
As Feat Gorger except you choose a second creature to gain bonus feats from. This is an extraordinary ability.

Vastro Lorde

Prerequisites
Feat: Cero and Consumption Hollow Growth powers, Summon hollow prestige ability

1- HOLLOW PERFECTION [PRESTIGE]
Benefit: All unsealed hollow ablilites on the following list are changed as follows. Size increases size becomes medium but the statistic bonus is kept however The Vastro Lorde loses the 5' reach gained (their damage stays the same as the old sizes) A Vastro Lorde with extra limbs, natural attacks, swallow whole, or trample loses access to them but gains +1 to all stats per power traded thusly. (If they become Arrancar the powers still count for stat bonuses due to *RESURRECCIÓN*). This is an extraordinary ability.

2 – Bonus Hollow Growth Power not on the list of abilities lost at first level of this class

3 – VASTRO LORDE ABILITY [PRESTIGE]
Benefit: the vastro lorde chooses a Vastro Lorde ability. It counts as a hollow growth power for Resurreccion. Gaining a Vastro Lorde ability is an extraordinary ability. Not all Vastro Lorde abilities are extraordinary.

4 – Bonus Hollow Growth Power not on the list of abilities lost at first level of this class

5- VASTRO LORDE ABILITY [PRESTIGE]
Benefit: the vastro lorde chooses one of the abilities from the list of Vastro Lorde Abilities as before It counts as a hollow growth power for Resurreccion. Gaining a Vastro Lorde ability is an extraordinary ability. Not all Vastro Lorde abilities are extraordinary.

Arrancar

An Arrancar is a hollow that has removed its mask and gained Shinigami powers. The name Arrancar is a Spanish verb meaning "to remove" or "to rip off," a reference to an arrancar's removal of its hollow mask. In the manga, Arrancar is written using a kanji spelling meaning torn mask (yamen), but is pronounced as the Spanish Arrancar (arankaru).
Few hollows have the potential to remove their masks normally, and even if they manage it the change is not significant. Sōsuke Aizen is able to artificially create Arrancar with the Orb of Distortion, which also unlocks much more of their potential than a natural transformation would. The process of turning a hollow into an Arrancar is called Shinigamification (□□□, Shinigami-ka).
Arrancar and ordinary hollows differ in two ways: the location of their holes and the near-total disappearance of their masks. When hollows become Arrancar, the chances of them retaining a humanoid form increase with their intelligence; only vasto lorde-class Arrancar will definitely assume a humanoid form. If powerful enough, an Arrancar can seal his or her excess power into the form of a Zanpakutō. Unlike with Shinigami, this Zanpakutō is simply the hollow's true form sealed into a sword. Therefore, an arrancar's release of their Zanpakutō is merely a temporary restoration of their former selves. An Arrancar release is called Resurrección (□□□□□□□□□□□□, resurekushion, Japanese for "returning blade," Spanish for "resurrection"). Arrancar do not have a known second release.
Those Arrancar under Aizen's command also have a standard theme for their clothing. Their uniforms consist of a white jacket, black sash, white hakama, and black socks with white sandals; in essence, the uniforms are basically inverted Shinigami uniforms.
The *Números* are the combat specialists. They are assigned a two digit number at birth from 11 to 99 to indicate their age (Número 11 is the oldest, Número 99 is the youngest). The basic Número uniform consists of a white-collared jacket and robes held with a black sash. However, the uniform is customizable, giving each Número a sense of individuality. The fighting ability of Números is thought to be superior to all other Arrancar, except for the Espada (current and former).
The *Privaron Espada* (□□□□□□□□□□□□□□□□□□□□, Puribaron Esupāda, Japanese for "ten fallen blades," Spanish for "deprived") are former Espada who have officially lost their rank and are assigned a three-digit number. Being former Espada, they are far stronger than the normal Números. They reside in Tres Cifras, which translates literally from Spanish as "three digits". As mentioned by Dordonii, these former "naturally created" Espada were rendered obsolete after Aizen began artificially creating Arrancar to meet his own standards.
The *Exequias* are Arrancar that are part of the execution division, apparently charged with termination of intruders and rebels. They are the equivalent of the Soul Society's Onmitsukidō.

Prerequisites:
Unarmed attack bonus 12+, Cero Hollow Growth Power and One Special Hollow Growth power
Special : Must have had his mask removed either by exposition to the Orb of Distortion, or by his own free will after having feasted on the flesh of an Adjucha of maximum potential (Level 5, Hollow Level 18+ or Arrancar Level 1+, Cazador Level 1+)

1- SEALED FORM [PRESTIGE]
The physical Hollow powers you have are sealed in your arrancar's Zanpakutou. Your Zanpakutou deals damage as a Shinigami's Zanpakutou using Unarmed Strike ranks to determine damage. Their Zanpakutou is sealed as the feat, and cannot be awakened without the taking of the Unleashed feat. You also gain the stat benefits of the Sealed Feat retroactively. Only hollow growth powers gained before becoming an Arracar are sealed. This is an extraordinary ability.

2- RESURRECCIÓN [PRESTIGE]
When Releasing his true Hollow form (a standard action), an Arrancar gains an immense boost to its Hollow powers. During Resurrección, the Arrancar benefits from an enhancement bonus to strength, dexterity and constitution equal to twice his number of Hollow Growth powers released in the transformation. When you enter Resurreccion, double your Reiatsu Rating.
An Arrancar's Resurrección lasts for one minute per constitution bonus points per day. Its total time may be spread amongst as many uses as needed. This is a supernatural ability.

3- HIERRO [PRESTIGE]
The Arrancar adds her Constitution score as universal damage mitigation. This is an extraordinary ability.

4- SONIDO [PRESTIGE]
The Arrancar is always treated as having used the Flash Step skill as a swift action regardless of their roll. Also, they add their wisdom modifier to their Flash Step roll (Min 1). This is an extraordinary ability.

5- SWIFT RESURRECCION RELEASE [PRESTIGE]
You may release your Resurrection as a swift action instead of a move action. This is a supernatural ability.

Espada

The Espada (□□□□□□□□□□, Esupāda, Japanese for "ten blades," Spanish for "sword") are the top-ranked arrancar in Aizen's army. The Espada at the time of the group's introduction consists of nine males and one female. Each Espada member is chosen for their superior combat ability and then assigned a number from 1 to 10 that indicates their rank and relative power level, which is tattooed somewhere on their body (Grimmjow's is on his lower back, for instance). The Espada are given control over the Números and are regarded as the strongest arrancar in existence. Similar to the power gap between captains and lieutenants in the Gotei 13, the strength of the Espada far surpasses that of the average Número. As Aaroniero Arruruerie notes, all of the Espada except him were at least adjuchas-class menos before becoming arrancar.

Prerequisites:
Resurrección special ability
Special: must have defeated another Espada or have been chosen at the destruction of one.

1 – GRAN REY CERO [PRESTIGE]
Once per day, an Espada may summon a devastating cero blast, both empowered and maximized, as a full round action. This counts as a Ceroshape. This costs the hollow 10 hit points to use. This is a supernatural ability.

2 – Bonus Feat or Vastro Lorde Hollow Growth Power

3 – BONUS FEAT: LEADERSHIP
The Fracción (???(?????), Furashion, Japanese for "subordinate officers," Spanish for "fraction") are a subsection of the Números that directly serve a specific Espada. The number of Fracción for any given Espada varies: Stark and Nnoitra Jiruga would seem to have just one, while Szayel Aporro Granz has at least a dozen.

4 – Bonus Feat or Vastro Lorde Hollow Growth Power

5 – PERFECTION OF FORM [PRESTIGE]
Your Zanpakutou gains 4 Shikai and 2 Bankai abilities. This is a supernatural ability.

Cazador

Like the Quincy, Hollows have also learned to fight the enemy with their own techniques. While some choose to persue the adversarial relationship with the Shinigami, others choose to attack the more deadly threat of the Quincy. Though, yes, there are less Quincy, what they do is more devastating to the soul. Where the Shinigami simply cleanses the soul of it's dark emotions, and purifies the soul of it's evil deeds while a Hollow, the Quincy simply erase the soul from existence. To any being, this is a fate worse than purification. Even if they lose all their memories... they still exist after being killed by a Shinigami.

The Cazador (Spanish for Hunter) learns to drawn spirit particles to himself. While this helps him stave off mindless rage and the hunger for souls that plauge most Hollow, the Cazador can also use these spirit particles much like a Quincy.

Prerequisites:
Unarmed attack bonus 12+, Cero and Magic Fang Hollow Growth powers
Special : Must have had his mask removed either by exposition to the Orb of Distortion, or by his own free will after having feasted on the flesh of an Adjucha of maximum potential (Level 5, Hollow Level 18+ or Arrancar Level 1+, Cazador Level 1+)

1 – BLOODWIND [PRESTIGE]
The Hollow's Hollow Powers are sealed in an item that resembles a Quincy Cross. You gain the bonus of the sealed feat retroactively. It's natural weapons are considered Quincy Cross damage for the purposes of damage reduction and feat prerequisites, and once per day per Cazador prestige feat it garners, it can use it's Natural Attacks (Including unarmed attack) at a range of 30 feet per five character levels. The first part of this feat is extraordinary. Making natural attacks at range is supernatural.

2 – RESURRECCIÓN [PRESTIGE]
When Releasing his true Hollow form (a standard action), a Cazador gains an immense boost to its Hollow powers. During Resurrección, the Cazador benefits from an enhancement bonus to dexterity, charisma and constitution equal to twice his number of Hollow Growth powers. The Cazador also gains a bonus to land speed equal to 5 feet per Hollow Growth Power. When you enter Resurreccion, double your Reiatsu Rating. A Cazador's Resurrección lasts for one minute per constitution bonus points per day. Its total time may be spread amongst as many uses as needed. This is a supernatural ability.

3 – MURCURIO [PRESTIGE]
The Cazador adds it's Charisma bonus (If any) to her AC as a Dodge Bonus. This is an extraordinary ability.

4 – SAETA [PRESTIGE]
The Cazador can finally use it's bow as a Quincy. It can use it's Unarmed Attack skill as the Ranged Shot skill (Use the Cazador's dexterity bonus as the bonus to this skill instead of Wisdom). It's Saeta damage is equal to a it's Unarmed Damage. This is an extraordinary ability.

5 – SWIFT RESURRECCION RELEASE [PRESTIGE]
You may release your Resurrection as a swift action instead of a move action. This is a supernatural ability.

QUINCY PRESTIGE PATHS

Geist Der Rache

There have been times, in the history of the Quincy, where people have experimented with learning the ways of the enemy to better defeat them. This research was quickly and effectively reduced to ashes any time it was found out, but sometimes, the texts that detailed out the process known as Machtvakuum survived the generations.

Machtvakuum is the way in which a Quincy can cause his body to begin pulling spirit particles into itself without the Quincy's bidding, this overflowing the Quincy with power, like the Quincy Final Form, but with less risk. Once the Quincy knows how to perform Machtvakuum, he can materialize a set of targeting goggles that allow this extra power to be used called a Gesichtsmaske. The Gesichtsmaske can only be maintained for a short time before it disappears, but it gives the Geist Der Rache several hollowlike abilities.

Prerequisites:
Feat: Hollow Within, Quincy
Will Save: 10+ Ranks
Special: Must have faced and subdued the inner hollow

1 – GESICHTSMASKE [PRESTIGE]
By concentrating a massive amount of spirit particles to one area, one is able to form a spiritual mask to awaken the other powers of a Geist der Rache. When donning his Gesichtsmaske, which is a move action, the Geist der Rache gains phenomenal speed and power. With the mask on, the Geist gains an enhancement bonus to Dexterity and Wisdom equal to his character level, and a bonus to the DC of any attack that requires a reflex saving throw equal to their newly modified Dexterity Modifier. The Geist also gains a bonus to movement at a rate of 10 feet per 3 character levels. When donning a Gesichtsmaske you double your Reiatsu Rating. Donning a Gesichtsmaske lasts for a number of minutes equal to your Character Level + Constitution Modifier, but can be spread over multiple uses. This is a supernatural ability.

2 – Bonus Flash or Reiatsu Feat

3 – GEIST SCHRITT [PRESTIGE]
Through their mask, the Geist can increase the power of his shots, and his defensive capabilities. With their mask down, the Geist gains a bonus on Ranged Shot damage equal to 1d6 per five character levels (+1d6 for first level), and a bonus to all Dexterity and Wisdom based d20 rolls equal to 1 + 1 per five character levels as long as they move 10 or more feet per round. Each 20 feet beyond the first 10 that the Geist moves in the round garners an additional 1d6 to Damage and +1 to all Dexterity and Wisdom Based d20 Rolls. If the Geist moves more than 90 feet in a round, they garner a 20% miss chance. This is a supernatural ability.

4 – Bonus Flash or Reiatsu Feat

5 – WELLE VON NICTS [PRESTIGE]
The Geist gains the ability to charge an arrow with power and fire it in a line, much like the Hollow attack Cero. The attack is a 60 foot line, and deals 1d6 damage per character level. Targets must make a reflex save (15 + Character Level + Constitution Modifier) to take half damage. A Quincy may fire this attack once every 1d4 rounds and it costs 90 reiatsu. This is a supernatural ability.

Ransōtengai Master

A master of Ransotengai doesn't just control his own body when it's disabled. He can control others, and even, at the extremes of the power, cause someone to lose control of themselves completely.

When originally created this is a high level technique that allows the user to control their body parts using strings of spirit energy controlled by their brain, forming lines or strings out of countless spiritrons. By using this technique, the user can control their body as one would a puppet, allowing them to move freely despite paralysis, broken limbs, or any other force that would impede normal movement. It was originally created to allow elderly Quincy to fight effectively, and is rare enough that Mayuri had never encountered a Quincy (out of the 2661 that he examined or studied) who could use it before Uryū.

A Master of this technique can take decades to create, and most will never achieve the power needed to gather so many spiritrons to control another or to cut off someone from their own movement. Those that do are feared throughout the worlds as a master of both body and soul.

Prerequisites:
Feat: Quincy, Spellcaster, Enlightened
Skills: Concentration: 10+ Ranks, Willpower: 10+ Ranks

1 – RANSOTENGAI [PRESTIGE]
You gain the ability to control your own body even after it's been disabled. Once per day, if the Ransotengai Master would be disabled through a kido or from punishment to the body (via either damage or ability damage), they may expend 30 reiatsu, and then 10 reiatsu per round after the first to get their body moving again. As long as they continue to spend reiatsu (10 per round), they remain as able as they did before they were disabled, removing any penalties to physical statistics (even due to age). If a master is reduced to -1/2 max hit points while this technique is in place, it immediately ends, and the master dies, just as he would normally. This is a supernatural ability.

2 – Bonus Flash or Reiatsu Feat

3 – RANSOTENGAI MARIONETTE [PRESTIGE]
Once per day, per point of wisdom modifier you posses, you may attempt to use your Ransotengai on another being with a soul. Creatures of the Undead or Construct subtype can never be controlled by this technique. To use this technique, the Ransotengai Master makes a Concentration check with a DC equal to (15 + the target's HD + the target's Wisdom Modifier) and expends 30 Reiatsu. Should they make the DC, if unwilling the target gets a will save at the same DC. Should the target fail, they are no longer in control of their body, the Ransotengai Master is. They must expend 20 reiatsu per Round there after to keep control of the body. Whether or not the target makes his will original will save, the 30 original reiatsu is spent. This is a supernatural ability.

4 – Bonus Flash or Reiatsu Feat

5 – RANSOTENGAI SCHNEIDER [PRESTIGE]
With this technique, the Ransotengai Master may cut off someone's mobility, end the effect of someone else's Ransotengai or free someone (including themselves), from the Ransotengai Marionette effect. To cut off someone's movement takes the same effort as the Ransotengai Marionette ability. Should the Target fail his Will Save he is fully disabled (considered -1 HP and stable). Should the target make the will save, their Hit points are halved as their soul is literally sheered. To end someone's Ransotengai or Ransotengai Marionette effects, the master spends 30 reiatsu and forces the target to make a will save, opposed by one of their own. Should the Master win, the selected effect ends prematurely. Should the target win, the losing master is drained of 30 additional reiatsu to reflect mental strain. The first effect may be used once per day. The other effects of this feat may be used as long as the Master has Reiatsu to spend. This is a supernatural ability.

Kyuujutsu Master

There are archers, and then there are master ranged specialists. A Kyuujutsu Master is such a being. They have taken the art of ranged combat to a level that most people don't even think exists, being able to ignore walls, and sometimes even the density of the material they are firing at.

To be a Kyuujutsu master means that you have studied angles, and precision to an extreme. You have knowledge of geometry that would make people wonder what you do with your time. You have an intrinsic mastery of balance and knowledge of weak points that even helps you in unarmed combat at times.

Prerequisites:
Feats: Rapid Shot, Weapon Skill Focus (Ranged Shot), Weapon Skill Specialization (Ranged Shot)
Skills: Ranged Shot, Reflex, Spot and Search 8+ Ranks

1 – DOUBLE SHOT [PRESTIGE]
By sacrificing accuracy for power, a Kyuujutsu Master can severely effect target. A Kyuujutsu Master can sacrifice her remaining attacks in a round to fire off two arrows at once, each striking the same part for increased damage. The double attack takes a -2 penalty, but if it hits, it threatens critical and does double damage (If the critical is confirmed, the attack does triple damage). This is an extraordinary ability.

2 – Bonus Reiatsu or Soul Feat

3 – TRICK SHOT [PRESTIGE]
Once per day per point of wisdom bonus (minimum 1), the kyuujutsu master is able to gain one of the Eight following benefits. All trick shots are extraordinary abilities.

- +10 insight bonus to Ranged attack rolls for 1 round, or
- +5 insight bonus to ranged attack damage rolls for 1 round, or
- Ignore all cover and concealment penalties with ranged attacks (save for total concealment and full cover) for 1 round, or
- Strike at two targets with one attack, or
- Knock the target prone if the attack hits, or
- Halve the target's land speed if the attack hits, or
- Ignore your character level in Damage Reduction, or
- Remove the ability modifier from your target's next round of attacks

4 – Bonus Reiatsu or Soul Feat

5 – RAIN OF ARROWS
By sacrificing all your attacks in a round, you may make one attack on every creature within 10 feet per 2 character levels of yourself. This may be used once per day per point of Wisdom bonus you posses. This is a supernatural ability.

Sniper

The extremists of the Archer set, Snipers are guerrilla and tactical archery experts. Instead of working with teams of other archers and longbowmen, Snipers often set up independently and shoot for particular targets, usually officers, spellcasters and unit leaders. Often they will set-up positions before a battle high in trees or in other camouflage locations in preparation for an upcoming battle. They are generally serious people, considered to be dry of wit and they often seem to have little interest in anything besides their single-minded focus on the perfect shot.

Prerequisites: Feats: Point Blank Shot , Precise Shot, Sneak Attack
Ranged Shot: 9+ Ranks

1 - PRIMARY WEAPON [PRESTIGE]
You gain a +2 Compitence bonus with the Ranged Shot Skill for the weapon you are specialized in +1 per 2 prestige feat from this path. This is an extraordinary ability.

2 - EXTENDED RANGE [PRESTIGE]
The range of your selected ranged weapon doubles. This is an extraordinary ability.

3 - EXTENDED SNEAK ATTACK [PRESTIGE]
With the ranged weapon you are specialized in, you can make your sneak attack from up to your weapon's range. This is an extraordinary ability.

4 - FURTHER RANGE [PRESTIGE]
Your range with your ranged weapon extends to line of sight, except with the ability Rain of Arrows, who's range maxes out at 10 feet per 2 character levels of the archer. This is an extraordinary ability.

5 - ONE SHOT, ONE KILL [PRESTIGE]
By spending a full round action studying a target that does not know you are there, you gain a +4 competance bonus to the attack roll, and deal triple damage on a hit. If you critically hit, your critical multiplyer is increased to x5 damage. This is an extraordinary ability.

Taker Der Seelen

There are some Quincy that use their hands to form a bow, there are even some that use their hands to fight. Rare is the Quincy that does neither. Their control over spirit particles is so great that they can siphon the soul of a victim to empower themselves.

Prerequisites: Quincy, Unarmed Strike 4+ Ranks, Craft Spirit Tube

1 – SEELE BIBEN [PRESTIGE]
Your unarmed strike drains your opponent's hp rather than deal damage. When you deal damage with an unarmed strike, you gain the damage as temporary hit points. The target must make a fortitude save equal to (15 + Character Level + Charisma Modifier) or be fatigued after each hit. This is a supernatural ability.

2 – Bonus General Feat

3 – STEHLEN DER SEELE [PRESTIGE]
You can steal the soul of a downed opponent. If an opponent dies from a wound you gave them, you may make a concentration check equal to (10 + Their Character Level + Their Con Modifier). Should you succeed, for the next 24 hours, you gain a bonus on all d20 rolls equal to one quarter of their character level (rounded up). This is a supernatural ability. A soul taken this way cannot be reincarnated or resurrected until the being that took the soul is defeated. This is an exception to the rule that Quincy destroy souls that they kill.

4 – Bonus General Feat

5 – KANONE VON DER SEELE [PRESTIGE]
You may sacrifice the Temporary hit points and temporary d20 bonuses you've garnered through Seele Biben and Stehlen der Seele in a Ranged Touch attack. You deal damage with the ranged touch attack as follows. If you sacrifice temporary hit points, you deal damage on a 1 point per 1 point basis. If you sacrifice temporary d20 bonuses, you deal 1d6 damage per sacrificed bonus point. This ability can be used at a range of 100 feet + 10 feet per character level. This is a supernatural ability. Souls used for Kanone Von Der Seele can be reincarnated or resurrected normally.

Stern Ritter

Advanced troops of the Quincy army, the Stern Ritter have the terrifying ability to steal an opponent's Bankai.

Prerequisites:
Skills: Ranged Shot: 15+ Ranks, Weapon Attack: 15+ Ranks
Feats: Senrai Training, Improved Senrai Training, Quincy Bankai
Special: Must have 2 or more Master Shots

1 – IMPROVED QUINCY MASTER SHOT [PRESTIGE]
Choose one Master Shot you possess. It's Reiatsu Cost is reduced by 20 (minimum 10 Reiatsu) and is increased in power as per the following list:
Seeker Arrow: The attack may pass through unavoidable obstacles. Treat an unavoidable obstacle as one half concealment (+4 Defense) instead of stopping the shot.
Cascade of Arrows: You may attack twice your quincy level in targets with this attack.
Piercing Arrow: The length of the line is equal to twice the bow's range.
Anticipatory Shot: You may act as if you had Combat Reflexes for this shot. If you already have Combat Reflexes the number of attacks of opportunity you may make in regards to this shot increases by 1.
Soul Shot: The attack still does normal damage.
Shoot Away: You may act as if you had Combat Reflexes for this shot. If you already have Combat Reflexes the number of attacks of opportunity you may make in regards to this shot increases by 1.
Stepping Shot: You may make 2 attacks in the round that you use this shot, though your second one is at a -5 penalty
Knockdown Shot: The target is pinned to the ground and must make a Strength Check (DC = Damage that would have been dealt) to stand up.
Pushing Shot: Attacks of opportunity do not end this movement
Disintegrating Shot: You may use this 2/encounter/target
Burst Shot: Your range with Burst Shot is Doubled.
High Arcing Projectile: The Projectile can stay aloft for one additional round, increasing the damage from 1d20 to 3d8.
Running Shot: The Quincy gains +4 to Attack, Defense and Damage rolls per 10 feet move instead of +2
Distracting Shot: The Kido User now loses one and a half times the Reiatsu used to power the kido
Kido Shot: You may now charge your arrow with 2 Touch Ranged Kido
Cone Shot: This becomes a 60ft Cone

2 – Bonus Feat

3 – STERN RITTER LETTER [PRESTIGE]
You receive a letter of the English alphabet upon this level. Choose a word that describes your character starting with that letter and make up an ability that reflects that word. Approval by the GM is a must for this ability.

4 – Bonus Feat

5 – STEAL BANKAI [PRESTIGE]
Once per day, as a standard action, you may attempt to steal an active Bankai from a Bankai user. Firstly the Bankai has to be active, and you must be within 30 feet of that user. Secondly you must succeed an opposed Concentration check. Should you succeed the opposed Concentration check, you steal the Bankai for 3+spellscore modifier rounds after which time it returns to the user. This time spent away counts against their Bankai timer. If you use your Quincy Cross as a focus, you gain a +4 sacred bonus on the opposed Concentration check. While you have stolen a Bankai, you may use it at your leisure leaving your opponent with only his Shikai released and use your modifiers for abilities.

SUPERHUMAN AND SOULCASTER PRESTIGE PATHS

Living Hollow

Some Superhumans aren't human at all. They have somehow grow hollow powers, and by way of this prestige path benefit from that relationship.

Prerequisites: Superhuman feat, Oldblood (Hollow) feat, Alive, Evolution, Unarmed Strike 8+ Ranks

1 - AWAKENING [PRESTIGE]
You gain 2 Hollow growth powers. You do not qualify for hollow growth powers that require claw attacks. These powers are hidden within you, only available when you are using your Hollow Evolution power. This is an extraordinary ability.

2 - HOLLOW EVOLUTION [PRESTIGE]
You gain 2 more hollow growth powers and You can unleash your hollow growth powers and also gain a bonus to your Strength, Dexterity and Constitution equal to the number of hollow growth powers you gained. This form lasts one minute per [Constitution Modifier + Character Level] and includes only the hollow growth powers from Awakening and this prestige feat. Gaining the hollow growth powers is extraordinary. Using Hollow Evolution is supernatural.

3 - SECONDARY AWAKENING [PRESTIGE]
You gain 2 more hollow growth powers. These powers are hidden within you, only available when you are using your Hollow Hyper-Evolution. This is an extraordinary ability.

4 - HOLLOW HYPER-EVOLUTION [PRESTIGE]
You gain 2 more hollow growth powers and You can unleash your hollow growth powers and also gain a bonus to your Strength, Dexterity and Constitution equal to the number of hollow growth powers you gained. This second group includes the new hollow growth powers from Secondary Awakening, Awakening and this prestige feat and lasts one minute per character level. Gaining the hollow growth powers is extraordinary. Using Hollow Hyper-Evolution is supernatural.

5 – HOLLOWFICATION [PRESTIGE] You gain 2 more Hollow Growth Powers that are sealed and cannot be accessed without your hollow hyper-evolution active. In addition, choose 3 from all your hollow growth powers. They are always active without evolving. This is an extraordinary ability.

Superhuman Evolutionary

The epitome of superhumans, the superhuman evolutionary gains abilities above and beyond the normal superhuman.

Prerequisites:
Feats: Superhuman, Blooded, Superhuman Evolution
Skills: Unarmed Strike: 6+ Ranks

1 – IMPROVED EVOLUTION [PRESTIGE]
Gain two Evolution abilities or a bonus feat. Your timer for your evolutions double. This is an extraordinary ability.

2 – Either a bonus feat or a bonus Evolution ability.

3 – ADVANCED EVOLUTION [PRESTIGE]
Gain two Evolution abilities or a bonus feat. You gain your constitution score as a one time bonus to hit points and your charisma modifier as a bonus to defense rolls. This is an extraordinary ability.

4 – Either a bonus feat or a bonus Evolution ability.

5 – Gain two Evolution abilities or a bonus feat. Your unarmed strikes now increases an additional step and you add one half you character level to damage dealt with any attack you make. This is an extraordinary ability.

Soulcasting Prodigy

Prerequisites:
Feats: Soulcaster
Skills: Ranged Shot 6+ Ranks
Special: Ability to deal 3d6 damage, heal 30 damage and block 30 damage (or give a +4 Bonus to Defense Fortitude and Reflex)

1 – CUTTING MASTER [PRESTIGE]
Your Solitary Sacred Cutting Shield does d8's of damage instead of d6's. In addition, once per encounter when you roll an attack, you may re-roll the attack and take the better of the two rolls. This ability may be declared even after knowing the outcome of the attack roll but before damage is dealt. This is an extraordinary ability.

2 – PRODIGY [PRESTIGE]
Choose one effect. Your Solitary Sacred Cutting Shield does d10's of damage, Your Three Sacred Links Shield does damage to foes touching your shield at a rate of 1d6 per 10 points the shield can block or your Twin Sacred Return Shield may return to life someone that's been disintegrated or blown to bits. You gain that effect to the appropriate shield. These are supernatural abilities.

3 – SHIELDING MASTER [PRESTIGE]
Your Three Sacred Links Shield now protects against an additional 2 points per rank you possess. In addition, when you use your shield to protect allies, you may temporarily reduce the ranks you possess by 1 to give the allies within your shield Fast Healing 3 + 2 per rank of the shield while the shield is up. If the shield is broken by an attack, the Fast Healing immediately ends even if the allies have not received their healing from it for the round. You are also effected by this ability (You gain the same fast healing as your allies). These are supernatural abilities.

4 – OFFENSIVE SHIELDING [PRESTIGE]
You may temporarily reduce your rank of this shield by 1 to have the shield deliver a powerful shock against any enemies touching the shield. This damage is equal to 1d8 per rank of the shield (minus the rank sacrificed to activate this ability). This is a supernatural ability.

5 – HEALING MASTER [PRESTIGE]
Your Twin Sacred Return Shield's healing increases to 15 points per rank instead of 10 points. In addition, when you restore a limb to a target, it counts as 10 points of healing instead of 20. Also, when you return a target to life it counts as 40 points of healing instead of 50 and may be done ten rounds per level of the target after their deaths instead of your charisma modifier in rounds. This is as supernatural ability.

Bounto Prestige Paths

Uberbringer des Leben

Rare is the Bounto with good intentions. Rarer still is the bounto that has the best intentions. Some Bounto see their long lifespan as a boon to grant others and have developed powers to match. They are healers and life bringers, sacrificing their longevity to make others whole.

Prerequisites: Bounto, Reiatsu Healing

1 - GERSCHENK DER SEELE [PRESTIGE]
Your Reiatsu Healing improves as follows. You may sacrifice one day of your collected life to heal one hit point of damage. You may sacrifice one week of your collected life to put a dead creature into a gentle repose state for the same amount of time. This is a supernatural ability.

2 – Bonus Feat

3 – BERURHEN DER PUPPE [PRESTIGE]
Your Doll may make healing attacks as per the Shinigami Shikai power instead of dealing their normal damage. They may also act, once per day per point of it's charisma, as if it had the Shikai Power, Pain Release one time. It may use your Reiatsu Healing powers for you. This is a supernatural ability.

4 – Bonus Feat

5 – LETZTE OBFER [PRESTIGE]
Using your Reiatsu Healing feat, you may sacrifice all your stored extra life to bring a being back from the dead for the same amount of time sacrificed. The person knows exactly how long they have to live, and remains at -10 hit points. If they are healed past 0, the timer disappears, and the person is alive and well. The Bounto immediately ages to their proper age until they can siphon more energy from a person, unless their lifespan has passed human maximum (120 years) in which case, they die, and can be brought back as normal. This is a supernatural ability.

Cruor Imbido

Not all Bounto like the fact that part of their soul is rebelling against them constantly and vying for control. Those that decide not to take it anymore devour their doll and become even more vampirish than before, giving rise to many legends.

Prerequisites:
Feats: Bounto, Bountiful Harvest, Improved Critical (Bite), Improved Natural Attack (bite)

1- BLOOD DRAIN [PRESTIGE]
Benefit: The cruor imbibo's bite now gains the ability to heal the cruor imbibo for the same amount the bite attack deals up their maximum hit point total. This is an extraordinary ability.

2- Blooded or Damage reduction as a bonus feat

3- AUGMENTED CRITICAL [PRESTIGE]

Benefit: The cruor imbibo's bite threatens a critical hit on a natural attack roll of 17-20, dealing triple damage on a successful critical hit. This is an extraordinary ability.

4- Blooded or Damage reduction as a bonus feat

5- IMPROVED BLOOD DRAIN [PRESTIGE]
Benefit: The cruor imbibo's bite now gains the ability to deal 1 con damage as well as the normal damage. On a critical hit the bite deals 1d4 con damage instead. This is an extraordinary ability.

FULLBRINGER PRESTIGE PATHS

Fullbringer Weapon Breaker

Prerequisites: Fullbringer, Improved Sunder, Racial attack 6+ ranks
Special must have sundered a racial weapon.

1 – ADVANCED SUNDER [PRESTIGE]
When a weapon breaker successfully sunders an item he may imitatively make a melee attack against the target using the same attack bonus that the sunder attack used.

2 – Bonus Feat

3 – EXPLOSIVE SUNDER [PRESTIGE]
When you sunder a racial weapon the person wielding the weapon takes 1d4 damage per 2 character levels they have.

4 – Bonus Feat

5 – DRAW OUT WEAKNESS [PRESTIGE]
If a creature strikes you with a manufactured weapon, the weapon must immediately make a successful Fortitude save (DC 15 + your character level + your Con modifier) or shatter against your skin, leaving you unharmed.

Fullbring Master

Prerequisites:
Relevant Attack Skill 9+ Ranks
100% Fullbring Feat, Talented, Seasoned

1- PERFECT 50% FULLBRING[PRESTIGE]
Benefit: You now gain one half your character level as extra points for determining your 50% Fullbring. You still cannot take an option more times than your level.

2- Bonus Feat

3- ENDURING FULLBRING [PRESTIGE]
Benefit: Your 100% Fullbring duration expands to two minutes per level per day and you can release your 50% fullbring twice per day per level.

4- Bonus Feat

5- PERFECT 100% FULLBRING [PRESTIGE]
Benefit: You've reached the apex of Fullbringer power and perfection. You now gain your character level in extra points for determining your 100% Fullbring. You still cannot take an option more times than your level.

Fullblood

Prerequisites:
Fullbringer
Relevant Attack Skill 6+ Ranks
Oldblood (Specified Race)

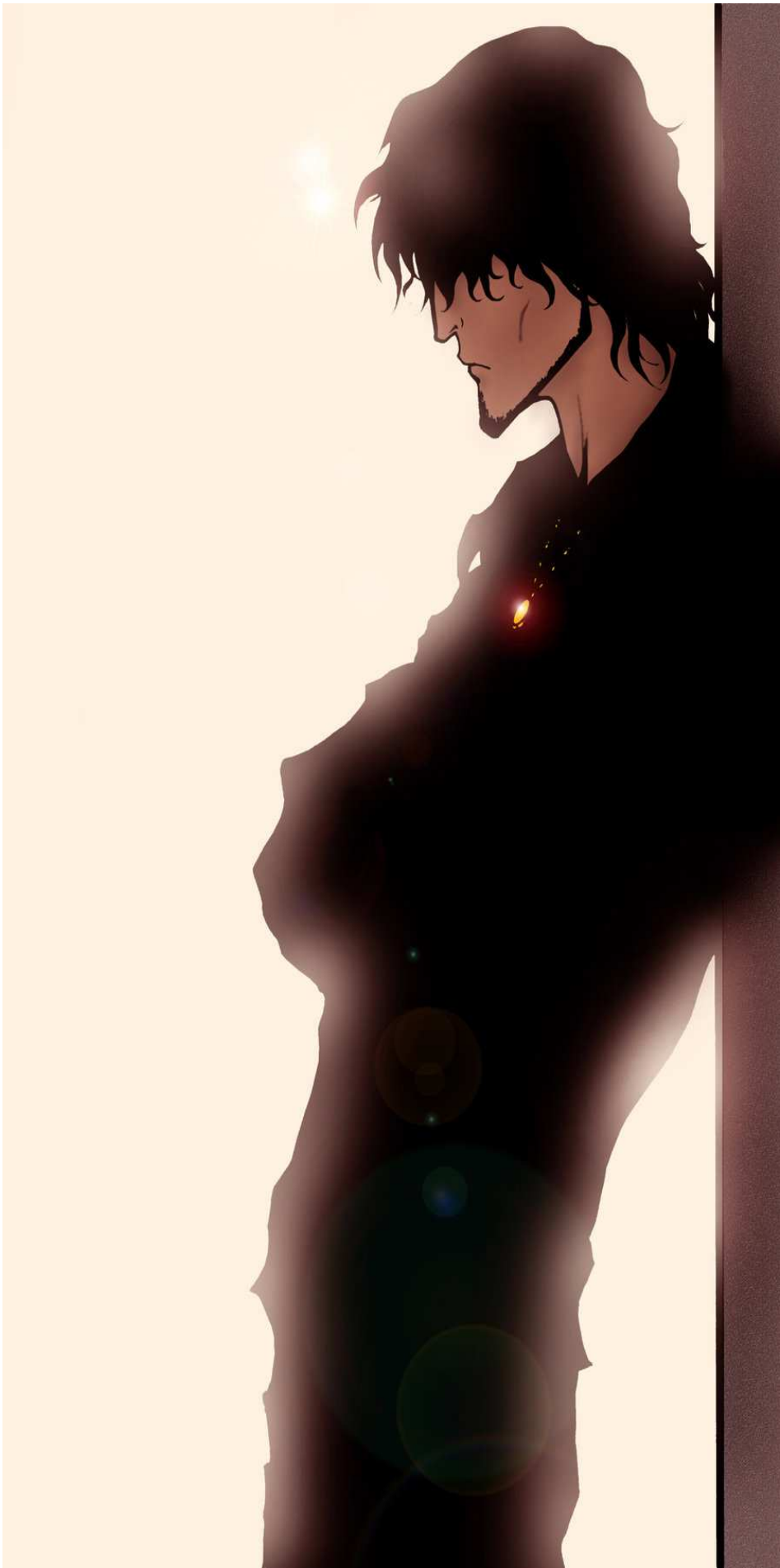
1 – IMPROVED OLDBLOOD [PRESTIGE]
The race that you qualify for feat prerequisites for, you now gain their racial attack as well.

2 – Bonus Feat

3 – ADAVISM [PRESTIGE]
While using a feat you gained via Oldblood, you gain a +2 bonus on all rolls involving that feat (If you have a static bonus you get a +2 to that static bonus instead.)

4 – Bonus Feat

5 – GREATER OLDBLOOD [PRESTIGE]
If you take a feat that gives you Abilities (Shikai Picks, Hollow Growth Powers, etc), you count as if you were the earliest level you could qualify for that feat (So if you had Oldblood (Shinigami), you would be able to pick Shikai Picks from the Shikai feat from third level, which is the earliest you could qualify for Shikai.). This applies Retroactively to any feats you might have.



STANCES

A stance is a particular fighting poise that grants a character special benefits and options. Most stances can remain in effect for an indefinite time (subject to individual description). All stances a character knows are available to them at all times. A character can adopt a stance, or change from one stance to another as a swift action.

Each stance has prerequisites to learn. Firstly there is a level minimum that needs to be met to look at the stance. Secondly, there are other prerequisites such as skill ranks, weapon choices, feats, genders, and just about anything else someone can think up. Prerequisites are listed at the end of the description section.

CREATING STANCES
Firstly, to even look at stances, you need to have the Careful Study feat. Creating a stance is a complicated process of internal examination and training. To create a stance, you first decide whether it is a Boost, Counter or Metastance stance, then choose options from those categories using Stance Points.

CAREFUL STUDY [GENERAL, COMBAT]
Prerequisite: Intelligence 13+
Benefit: You gain 2 stance points per level and may begin learning stances. These points are not retroactive.

You receive 2 stance points each level. Certain feats can increase this progression. These points can be saved up to your Intelligence Modifier number of levels (IE if you wish to buy a big stance at level 3, you would need a 14+ Intelligence to keep the Stance points for the two levels). Stance points not used after that point are lost.

GRIZZLED VETERN [GENERAL, COMBAT]
Prerequisites: Intelligence 15+, Careful Study
Benefit: You gain 3 stance points per level instead of 2. This is not a retroactive increase.

You may only learn as many stances as your Spellscore modifier. Should you chose to learn stances after this, you must choose a stance to forget in order to retain the new information. Feats may change this.

METASTUDY [GENERAL, COMBAT]
Prerequisites: Intelligence 13+, Careful Study
Benefit: You may learn an additional stance above your norm.
Special: This may be taken multiple times, each time you may learn an additional stance.

Learning a stance is a long process taking 7 days per level of the stance itself and must meet the prerequisites before you begin learning the stance. You must spend at least 4 hours of each day training towards the stance. The rest of the time must be spent in non strenuous activities such as talking, shopping, sleeping etc. At the end of each day, you must make a Knowledge (Military Tactics) check with a DC equal to (12 + Stance Level - Weeks Spent training). Failure indicates that that day was a waste. Three wasted days forces beginning the process over again. This is a special case where a Trained skill can be used untrained.

Learning a stance from a master is much easier than learning yourself. Firstly, it takes one half the time. Secondly, you only need to roll your Knowledge (military tactics) check once every 3 days instead of once every day.

Once a stance is created it cannot be changed. If you wish to improve a stance you must learn a completely new stance in it's place.

PREREQUISITES

Prerequisites for stances are generally mutable, but some are immutable. Firstly, the level prerequisite of a stance is equal to it's point cost (IE If you create a stance using 10 points, you must be 10th level or greater to even look at it) Secondly, anything that boosts a skill, or a statistic has that skill or statistic as a prerequisite. For skills, the prerequisite number of ranks is equal to one half the level of the stance. For statistics, you need a +1 modifier to the applicable statistic per 4 levels of the stance (So a 16th level stance requires a statistic of 18+).

Some effects have special prerequisites, those are noted in their description. Metastance effects require an Intelligence of 15+ to use. Other than that, the GM reserves the right to add additional prerequisites to significantly powerful stances.

EFFECT DESCRIPTIONS

BOOSTS
A Boost is an effect that raises your natural abilities, skillfulness or ability to move. It can also be changing damage from one type to another, or garnering a helpful spell to cast. Boosts are good for beginning stances, and are often very well paired up with conditional effects.

BOOST NAME [SUBTYPE, IF ANY]
Point Cost: This is how many stance points the boost costs.
Boost: How the boost functions
Special: Rules that are different than normal.

BOOST DESCRIPTIONS

SCORCHING [FIRE]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to fire damage.

FREEZING [COLD]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to cold damage.

CORROSIVE [ACID]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to acid damage.

BLAZING [ELECTRICITY]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to electricity damage.

BLASTING [SONIC]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to sonic damage.

PULSATING [FORCE]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to force damage.

SMASHING [BLUDGEIONING]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to bludgeoning damage.

SLICING [SLASHING]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to slashing damage.

STABBING [PIERCING]
Point Cost: 1 Point
Boost: This turns damage dealt by an attack to piercing damage.

SECONDARY STANCE
Point Cost: 3 Points
Boost: A stance with this effect allows you to assume a second stance for a number of rounds equal to your Constitution Modifier, a number of times a day equal to one half your level.

BASE SKILL ENHANCEMENT: COMBAT
Point Cost: 1 Point
Boost: Choose one Combat Skill. You gain a +2 bonus when using that skill while in a stance with this effect
Special: Taking this additional times, adds and additional +1 bonus when using that skill.

BASE SKILL ENHANCEMENT: PROTECTION
Point Cost: 1 Point
Boost: Choose one Protection Skill. You gain a +2 bonus when using that skill while in a stance with this effect
Special: Taking this additional times, adds and additional +1 bonus when using that skill.

BASE SKILL ENHANCEMENT: REACTION
Point Cost: 1 Point
Boost: Choose one Reaction Skill. You gain a +2 bonus when using that skill while in a stance with this effect
Special: Taking this additional times, adds and additional +1 bonus when using that skill.

CORE SKILL ENHANCEMENT
Point Cost: 1 Point
Boost: Choose one Core Skill. You gain a +2 bonus when using that skill while in a stance with this effect
Special: Taking this additional times, adds and additional +1 bonus when using that skill.

LAND SPEED BOOST
Point Cost: 2 Points
Boost: Add +10 feet to your land speed while in a stance with this effect
Special: Taking this additional times adds +5ft to your speed each time.

FLIGHT SPEED BOOST
Point Cost: 2 Points
Boost: Add +10 feet to your fly speed OR increase your manuverability one rank while in a stance with this effect. You must have a flight speed before taking this effect
Special: Taking this additional times adds +5ft to your speed or moves your manuverability up an additional rank each time.

SWIM SPEED BOOST
Point Cost: 2 Points
Boost: Add +10 feet to your swim speed while in a stance with this effect. You must have a swim speed before taking this effect
Special: Taking this additional times adds +5ft to your speed each time.

BURROW SPEED BOOST
Point Cost: 2 Points
Boost: Add +10 feet to your burrow speed while in a stance with this effect. You must have a burrow speed before taking this effect
Special: Taking this additional times adds +5ft to your speed each time.

DAMAGE BOOST
Point Cost: 1 Point
Boost: Choose 1 statistic and 1 attack skill. While in a stance with this effect, your attacks with that attack skill deal extra damage equal to the chosen statistic's modifier.
Special: You may chose this up to 3 times. Each time you may either add another modifier, stack the existing modifier or chose another attack skill to apply it to.

ADVANCED DAMAGE BOOST
Point cost: 4 Points
Prerequisites: Damage Boost
Benefit: The extra damage you deal increases to a dice size according to your size. (Small = 1d4, Medium = 1d6, Large = 1d8, etc)

ELEMENTAL DAMAGE BOOST
Point Cost: 1 Point
Prerequisite: Damage Boost or Advanced Damage Boost
Benefit: The extra damage you deal is of one of the following elements instead of normal damage (Fire, Cold, Acid, Electricity, Force, Sonic)

COUNTERS
Counters are special situation, and must be bought in pairs. As such, they are lower in cost than most higher level effects. You must have a situation and a combat manuver to create a counter stance. Using a counter stance counts as your attack of opportunity for the round. If you have the ability to make more than one attack of opportunity per round, you may use a counter multiple times. You may place more than one “vs situation” onto a stance.
Example: Koroth wants to create a stance to counter being grappled. So, he buys the "Vs Situation: Being Grappled; Grapple Failed", "Vs Situation: Being Grappled; Grapple Succeeds and the "Combat Manuver: Trip" now, whenever he's in this stance, anyone that attempts to grapple him and succeeds will be subjected to a trip attempt.

COUNTER NAME [SUBTYPE, IF ANY]
Point Cost: This is how many stance points the boost costs.
Counter: How the counter functions
Special: Rules that are different than normal.

COUNTER DESCRIPTIONS

VS SITUATION: BEING ATTACKED PHYSICALLY; ATTACKER MISSES
Point Cost: 1 Point

VS SITUATION: BEING ATTACKED PHYSICALLY; ATTACKER HITS
Point Cost: 1 Point

VS SITUATION: BEING ATTACKED MAGICALLY; ATTACKER MISSES
Point Cost: 1 Point

VS SITUATION: BEING ATTACKED MAGICALLY; ATTACKER HITS
Point Cost: 1 Point

VS SITUATION: BEING GRAPPLED; GRAPPLE FAILS
Point Cost: 1 Point

VS SITUATION: BEING GRAPPLED; GRAPPLE SUCCEEDS
Point Cost: 1 Point

VS SITUATION: BEING SUCCESSSFUL PINNING
Point Cost: 1 Point

VS SITUATION: BEING FAILED PINNING
Point Cost: 1 Point

VS SITUATION: BEING SUCCESSFULLY BULLRUSHED
Point Cost: 1 Point

VS SITUATION: BEING UNSUCCESSFULLY BULLRUSHED
Point Cost: 1 Point

VS SITUATION: BEING SUCCESSFULLY OVERRUN
Point Cost: 1 Point

VS SITUATION: BEING UNSUCCESSFULLY OVERRUN
Point Cost: 1 Point

VS SITUATION: HAVING A PIECE OF EQUIPMENT SUNDERED
Point Cost: 1 Point

VS SITUATION: FAILED SUNDER ATTEMPT
Point Cost: 1 Point

VS SITUATION: BEING TRIPPED UNSUCCESSFULLY
Point Cost: 1 Point

VS SITUATION: BEING TRIPPED SUCCESSFULLY
Point Cost: 1 Point
VS SITUATION: BEING FORCED TO MOVE SUCCESSFULLY
Point Cost: 1 Point

VS SITUATION: BEING FORCED TO MOVE UNSUCCESSFULLY
Point Cost: 1 Point

VS SITUATION: BEING DISARMED SUCCESSFULLY
Point Cost: 1 Point

VS SITUATION: BEING DISARMED UNSUCCESSFULLY
Point Cost: 1 Point

VS SITUATION: FALLING ALONE
Point Cost: 1 Point

VS SITUATION: FALLING WITH A TARGET
Point Cost: 1 Point

VS SITUATION: ATTACKER INVISIBLE
Point Cost: 1 Point

VS SITUATION: ATTACKER FLYING
Point Cost: 1 Point

VS SITUATION: ATTACKER CHARGING
Point Cost: 1 Point

VS SITUATION: ATTACKER PRONE
Point Cost: 1 Point

VS SITUATION: YOU ARE PRONE
Point Cost: 1 Point

VS SITUATION: SURROUNDED
Point Cost: 1 Point

VS SITUATION: FLANKED
Point Cost: 1 Point

COMBAT MANUVER: ATTACK UNARMED
Point Cost: 1 Point
Benefit: When this stance is enacted, you may make an unarmed attack against the triggering opponent.

COMBAT MANUVER: ATTACK MELEE
Point Cost: 1 Point
Benefit: When this stance is enacted you may make a melee attack against the triggering opponent.

COMBAT MANUVER: ATTACK RANGED
Point Cost: 2 Point
Benefit: When this stance is enacted you may make a ranged attack against the triggering opponent.

COMBAT MANUVER: BULLRUSH
Point Cost: 1 Point
Benefit: When this stance is enacted you may make a bullrush attempt without incurring an attack of opportunity against the triggering opponent.

COMBAT MANUVER: DISARM
Point Cost: 2 Point
Benefit: When this stance is enacted, you may make a disarm attempt against the triggering opponent.
COMBAT MANUVER: GRAPPLE
Point Cost: 1 Point
Benefit: When this stance is enacted you may enact a grapple check against the triggering opponent without incurring an attack of opportunity.

COMBAT MANUVER: OVERRUN
Point Cost: 2 Point
Benefit: When this stance is enacted you may attempt to overrun the triggering opponent.

COMBAT MANUVER: SUNDER
Point Cost: 2 Point
Benefit: When this stance is enacted, you may attempt to sunder the weapon or shield of the triggering opponent. If the triggering opponent is unarmed, this stance does nothing.

COMBAT MANUVER: TRIP
Point Cost: 1 Point
Benefit: When this stance is enacted, you may attempt to trip the triggering opponent.

COMBAT MANUVER: WHIRLWIND ATTACK
Point Cost: 3 Point
Benefit: Unlike most stances, this stance enacts when triggered against all adjacent opponents. When this stance is triggered you may make one attack at your highest base attack bonus against all adjacent opponents.

STATUS EFFECT: BLINDED
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or be stricken blind for one round.

STATUS EFFECT: CHECKED
Point Cost: 1 Point
Benefit: When this stance is enacted, the triggering enemy is checked. If the creature is flying it is moved back 1 foot per character level rounded to the nearest five foot increment.

STATUS EFFECT: CONFUSED
Point Cost: 4 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become confused for one round.

STATUS EFFECT: COWERING
Point Cost: 5 Point
Benefit: When this stance is enacted, the triggering opponent must make a will save or cower for one round.

STATUS EFFECT: DAZED
Point Cost: 6 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or be dazed for one round.

STATUS EFFECT: DAZZLED
Point Cost: 1 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become dazzled for one round.

STATUS EFFECT: DEAFENED
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become deafened for one round.

STATUS EFFECT: ENTANGLED
Point Cost: 3 Point
Benefit: When this stance is enacted, the triggering opponent must make a reflex save or become entangled for one round.

STATUS EFFECT: EXHAUSTED
Point Cost: 5 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become exhausted

STATUS EFFECT: FASCINATED
Point Cost: 3 Point
Benefit: When this stance is enacted, the triggering opponent must make a will save or become fascinated for one round.

STATUS EFFECT: FATIGUED
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering enemy must make a fortitude save or become fatigued.

STATUS EFFECT: FLAT-FOOTED
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering opponent becomes flat-footed for one round.

STATUS EFFECT: FRIGHTENED
Point Cost: 2 Point
Benefit: When this stance is enacted the triggering opponent must make a will save or become frightened for one round.

STATUS EFFECT: KNOCKED DOWN
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or be knocked down.

STATUS EFFECT: NAUSEATED
Point Cost: 1 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become nauseated for one round.

STATUS EFFECT: PANICKED
Point Cost: 3 Point
Benefit: When this stance is enacted, the triggering opponent must make a will save or become panicked for one round.

STATUS EFFECT: PARALYZED
Point Cost: 7 Point
Benefit: When this stance is enacted, the triggering enemy must make a fortitude save or become paralyzed for one round.

STATUS EFFECT: PINNED
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering opponent must make a reflex save or become pinned.

STATUS EFFECT: SHAKEN
Point Cost: 1 Point
Benefit: When this stance is enacted, the triggering opponent must make a will save or become shaken for one round.

STATUS EFFECT: SICKENED
Point Cost: 1 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become sickened for one round.
STATUS EFFECT: STAGGERED
Point Cost: 2 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become staggered for one round.

STATUS EFFECT: STUNNED
Point Cost: 3 Point
Benefit: When this stance is enacted, the triggering opponent must make a fortitude save or become stunned for one round.

METASTANCES
Metastances are powerful alone, and devastating when combined with other effects. All Metastances have a substantial benefit and a substantial defect. Metastances are some of the most powerful effects in the game theoretically.

METASTANCE
Point Cost: This is how many stance points the metastance costs.
Benefit: How the metastance functions
Special: Rules that are different than normal.

METASTANCE DESCRIPTIONS

MAXIMIZE [METASTANCE]
Cost: 6 Points
Benefit: Choose one type of attack (Ranged, Weapon, Unarmed or one type of Natural Attack), A stance with this effect has damage from that type of attack maximized while. The downside is that you are always flatfooted concerning defense while in a stance with this effect

EMPOWER [METASTANCE]
Cost: 6 Points
Benefit: Choose one type of attack (Ranged, Weapon, Unarmed or one type of Natural Attack), A stance with this effect has it's damage multiplied by 1.5. While in a stance with this effect, you only receive one half your Defense Skill ranks

QUICKEN [METASTANCE]
Cost: 6 Points
Benefit: Choose one type of attack (Ranged, Weapon, Unarmed or one type of Natural Attack), A stance with this effect allows one extra attack of that type at the user's highest attack bonus per round. While in this stance, you suffer a -2 to all attacks.

HEIGHTEN [METASTANCE]
Cost: 6 Points
Benefit: Choose one type of attack (Ranged, Weapon, Unarmed or one type of Natural Attack), A stance with this effect makes this type of attack with at one dice size higher than normal (1d4/1d6, 1d6/1d8, 1d8/1d10, etc) You take your constitution modifier in subdual damage each round you are in a stance with this effect.
Special: You may take this multiple times. Each time you do, increase the die size by an additional step

SPECIAL

A special effect is something that cannot be described as a boost or counter, nor does it adhere to the realm of the physical, moving more towards the magical or supernatural.

SPECIAL NAME [SUBTYPE, IF APPLICABLE]
Point Cost: This is how many stance points the effect costs.
Effect: How the effect functions
Special: Rules that are different than normal.

SPECIAL DESCRIPTIONS

CONDITIONAL
Point Rebate: 1 Point
Effect: Part of your stance only takes place if a certain condition is met (Standing Still, Moving, Jumping, Falling, etc) Choose a condition, when that condition applies, the part of your stance this is attached to takes place.

GM DISGRESSION
Points: Variable
Effect: There are effects we can't cover.... Speak to your GM about these, and ask if they are possible.

DEFENSE RE-EXAMINED

When examining Defenses in a d20 system one has to wonder why there are any static numbers. Granted static numbers are safe, and rather harmless, they are also non-dynamic, and boring. Dynamic Defenses are more able to accurately reflect an ongoing battle by allowing a defense against each single attack, or giving the ability to the player to use taught techniques to passively defend themselves.

Actively Defending one's self prompts the Defensive Roll, by relying on a preset number (see below), you can say you're passively defending yourself, even at the expense of the ability to retaliate, or even attack on the next round.

DEFENSE ROLL
D20 + Defense Skill Ranks + Dexterity + Applicable Modifiers
vs
Attack Roll
D20 + Attack Bonus + Applicable Modifiers

DEFENSE ROLL DESCRIPTION
When you are under attack, you are always entitled to a defensive roll. You gain a bonus to your defensive roll equal to your ranks in the Defense Skill + Dexterity or Intelligence Modifier + Applicable Modifiers. Conditions that cause you to become flat-footed or cause you to loose your Dexterity or Intelligence Modifier and Defensive Skill to AC.

TAKING 10, 15 OR 20 ON A DEFENSE ROLL
You may always take a 10 on your Defense Roll.
You may always take a 15 on your Defense Roll, but you take a -5 to all attack rolls on your next initiative.
You may always take a 20 on your defense roll, but you may make no attacks on your next initiative.

OTHER MODIFIERS
Many other factors modify your defense roll.
Enhancement Bonuses: Enhancement effects make your armor better.
Deflection Bonus: Magical deflection effects ward off attacks and improve your Defense Roll.
Natural Armor: Natural armor improves your Defense Roll.
Dodge Bonuses: Some other Defense Roll bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to Defense Roll.) Unlike most sorts of bonuses, dodge bonuses stack with each other.
Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your Defense Roll doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally. If you are not wearing armor at all, you lose one-half your defense skill ranks (rounded down).

PARRY ROLL
D20 + Attack Bonus + Strength Modifier (Dexterity if using Unarmed or Weapon Finesse) + Applicable Modifiers
vs
Attack Roll
D20 + Attack Bonus + Applicable Modifiers

PARRY ROLL DESCRPTION
You may choose to parry instead of rolling defense at the cost of attacks in the next round of combat. A parry roll is made by making an attack roll instead of a defense roll. If your attack roll is greater than your opponent's attack roll, your opponent's attack is canceled. You may roll a parry action each time you would normally be allowed to roll a defense roll a number of times per round equal to your normal number of attacks per round.

TAKING 10, 15 OR 20 ON A PARRY ROLL
You may always take a 10 on your Parry Roll.
You may not take a 15 on your Parry Roll.
You may not take a 20 on your Parry Roll.

OTHER MODIFIERS
Many other factors modify your defense roll.
Enhancement Bonuses: Enhancement effects make your weapon better.
Deflection Bonus: Magical deflection effects ward off attacks and improve your Parry Roll.

SAVE SKILLS

There are effects that bypass your regular defense. Be they large area effects, mental attacks or attacks that might destroy the body and the target's statistics, you are entitled to a Saving Throw. Saving Throws use the skills below to ascertain whether you are effected, partially effected, or not effected at all.

FORTITUDE ROLL
D20 + Fortitude Ranks + Constitution or Strength Modifier (Whichever was higher) + Applicable Modifiers
vs
Difficulty Class of the attack.
FORTITUDE ROLL DESCRIPTION
When something threatens your body, be it instant physical death, or damage to your Strength, Dexterity or Willpower, you are entitled to a Fortitude Roll. Rolls of this kind are made immediately upon the effect hitting the target. Most Fortitude effects have Full and Partial Effects. When making a Fortitude Roll, failure exposes you to the full effect of the fortitude effect. Success gives you partial effects as described in the fortitude effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the fortitude effect regardless of description.

REFLEX ROLL
D20 + Reflex Ranks + Dexterity or Intelligence Modifier (Whichever was higher) + Applicable Modifiers
vs
Difficulty Class of the attack.

REFLEX ROLL DESCRIPTION
Attacks that are too large to really miss may incur a Reflex Roll. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most Reflex effects have Full and Partial Effects. When making a Reflex Roll, failure exposes you to the full effect of the Reflex effect. Success gives you partial effects as described in the reflex effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the reflex effect regardless of description.

WILLPOWER ROLL
D20 + Willpower Ranks + Wisdom or Charisma Modifier (Whichever was higher) + Applicable Modifiers
vs
Difficulty Class of the attack.

WILLPOWER ROLL DESCRIPTION
Attacks on the mind normally incur a willpower roll to resist.. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most willpower effects have Full and Partial Effects. When making a willpower roll, failure exposes you to the full effect of the willpower effect. Success gives you partial effects as described in the willpower effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the willpower effect regardless of description.

USING FLASH STEP TO ADD TO DEFENSE
Using the Flash Step skill can add to your defense rolls. Not only does the Flash Step skill add a +2 synergy bonus to the Defense skill for having 5+ ranks in the skill, but you can actively use the Aid Another special action to aid yourself with the Flash Step skill as a free action and gain even more bonuses than you would normally gain from that action.

Combat Updated

ATTACKING MULTIPLE TARGETS WITH ONE ATTACK
When a character absolutely must take down a number of targets but he or she does not have enough extra attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made, not one check per target. Each target, however, is allowed to make a defense check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to swing his sword and strike three people in one blow, he would make one attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half. Characters with certain Feats (for example, Cleave or Whirlwind Attack) are exempt from these penalties.

ATTACKING MULTIPLE WEAKER OPPONENTS
Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 10 character Ranks (or 10 CRs) lower than the attacker.
For example, a 12th Level shinigami uses her zanpakutou to combat a hoard of 8 hollow with the following Levels: 1, 1, 2, 2, 4, 4, 6, and 8. The shinigami suffers no penalty for the two Level 1 and two Level 2 hollow (since they are at least 10 Levels lower than she), a -2 penalty for the two Level 4 and one Level 6 hollow (since they are at least 5 Levels lower), and a full -4 for the Level 8 hollow (since he is only 4 Levels lower, which is less than 5). The final attack check penalty the shinigami suffers for her one attack is -10 (-2 -2 -2 -4 = -10).

CALLED SHOTS
CALLED SHOT TO VITAL SPOT
A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the center of mass as usual. He or she suffers a -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next size: d4 becomes d6; 6d becomes d8; d8 becomes d10; d10 becomes d12; and d12 becomes d20. For example, a character with a Zanpakutou which normally delivers 6d6 damage due to shikai abilities, would inflict 6d8damage if he or she made a successful Called Shot to Vital Spot.

COMBINED ATTACKS

Sometimes, characters will find themselves facing an extremely tough opponent whose damage reduction is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defenses. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their attack check. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an attack check to see if he or she hits the target. If the character hits, he or she determines how much damage is inflicted by the attack normally. All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack.

If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does not successfully co-ordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. The character determines how much damage is inflicted but reduces the damage delivered by half (round down). If the character misses, no damage is delivered.

The target of a successful combined attack is only required to make a single defense roll to determine if she or he is hit by the incoming combined attack. A penalty of -1 is applied to the roll for each opponent beyond the first who participates in the combined attack.

EPIC CHARACTERS ATTACKING MULTIPLE WEAKER OPPONENTS

Any epic-level character can make a regular attack that automatically kills one low-HD opponent per epic Level he or she has, without needing to make a roll. For this purpose, a low-HD opponent is any creature at least 20 HD or Levels below the level of his or her attacker. For example a 25th Level epic shinigami treats all characters of 5th Level or below, and all creatures of 5 HD or below, as low-HD opponents.

The attack used could be magic, melee, sneakiness, psychic power or whatever means suits the character. No resources need be expended to make this attack — the opponents are very nearly beneath the character’s notice, and are swept aside without a second thought. This can be especially useful when in a mass battle, whichever battle system is used to resolve the combat.

Furthermore, the epic character may move at up to 2 x Base Speed while making these attacks, without penalty. Any low-HD creatures that would, at any time during the round, be close enough for the epic character to attack in melee, may be targeted. In effect, an epic character only attacking low-HD targets may virtually ignore their soon-to-be ended existence. This only applies so long as all the attacks made are against low-HD opponents — a character wishing to use one or more of his or her attacks to strike more experienced targets must abide by the usual rules concerning the use of standard, move and full actions.

For example: Hoshiko, a 25th Level shinigami, could kill up to five hollow on each of her four attacks each round, for a total of 20 foes slain per round!

EXTRA AIM

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move during that period, he or she receives a +2 attack check bonus, or +3 if he or she is using a scope. If an aiming character chooses to move or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

STRIKING TO INCAPACITATE

A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her attack check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Fort Save (DC 10 + the character's level + attacker's Strength modifier). If the target succeeds on this save, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is one-quarter of the attack's maximum damage (round down).

For example, a character wants to capture an opponent so she strikes to Incapacitate. Her punch (level 12 with a 22 strength) normally inflicts 1d6 + 6, for a maximum of 12 damage. She rolls to hit with a -6 penalty and successfully hits her opponent, forcing the target to make a Fort save DC 28. Regardless of whether or not the target remains conscious, he takes 3 (12 / 4 = 3) damage from the blow.

STRIKING TO WOUND

A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 (known as striking to wound).

TOTAL ATTACK

A character can take this option in conjunction with an attack. It means he or she focuses intently on an offensive action with little thought given to defense. The character gains a +5 bonus to a single attack check, but the character's Defense Skills (Defense, Fortitude, Reflex, Will) decreases by 5 for the entire round in which he or she is making an Total Attack. A character with Extra Attacks can initiate more than one Total Attack each round, but each Total Attack further reduces his or her Defensive Skill by 2.

IMPROVISED WEAPONS*

In combat between characters, it is not uncommon for someone to pick up a nearby object and wield it is a weapon. It is impossible to account for every conceivable weapon that the player characters may decide to throw at their opponents, but Table: Improvised Weapons provides commonly encountered examples of improvised weapons and their statistics. GMs are encouraged to use this table as a guideline should their players decide to grab something in the middle of combat that is not listed. Naturally, most weapons can only be used in Melee, though they can be thrown in combat if necessary.

Table: Improvised Weapons

Object	Base Weapon Damage	Abilities	Disabilities	Strength Requirement
Ashtray, Baseball	1d2		One use only	Strength 1
Fist Sized Rock	1d3			Strength 5
Fire Extinguisher	1d4			Strength 5
Bowling Ball	1d6			Strength 7
Empty Garbage Can	1d8			Strength 10
Mailbox	2d6	Burst, 5 Feet	-4 Attack	Strength 18
Bus	3d10	Burst, 20 feet	-4 Attack	Strength 56
Car	2d10	Burst, 10 feet	-4 Attack	Strength 42
Dumpster	2d8	Burst, 5 Feet	-4 Attack	Strength 40
Manhole Cover	2d10			Strength 28
Park Bench	1d8			Strength 32
Steel Girder	2d10	-1 Defense, Burst 5ft	-4 Attack	Strength 48
Telephone Pole	2d8	-1 Defense, Burst 5ft	-4 Attack	Strength 40
Stop Sign	1d6			Strength 18

“Strength Requirement” indicates the minimum Strength Ability Score required to wield the object as a weapon effectively. If any improvised weapon is thrown, it is treated as a Close Range (25ft + 5ft/2 levels) weapon. The range increases by one category every 8 Points of Strength above the Strength requirement. For example, if a Hollow character who has Strength of 56, threw a manhole cover, it would be treated as a Long Range (400ft + 40ft/Level) weapon (a Manhole cover has a Strength requirement of 28; the base Close range increases to Medium for a Strength of 36 and Long for a Strength of 44). Conversely, if the character throws a car, which requires Strength 42, it would be treated as a Medium Range (100 ft + 10ft/level) weapon (Medium range for a Strength of 50 but requires Strength of 58 for Long range). If it wished to throw a bus at an opponent, it would be treated as a short-range weapon because it is only two above the Strength Requirement to wield a bus as a weapon.

*See also Improvised Weapons in “Items”

The Strengths listed indicate a Medium sized creature. To see what strength you need at different sizes, increase the strength required by 4 per size category smaller you are, and decrease the strength required by 4 for each size category larger you are. (Example 1: A Menos class hollow wishes to use a bus as a weapon. They are 4 size categories above medium, thus they subtract 16 from the minimum strength required to lift the bus, meaning they could lift the bus with a strength of 40.) (Example 2: Toshiro Hitsugaya wishes to also lift a bus. Because he is small sized, he would add 4 to the strength requirement making poor Toshiro's strength requirement a 60)

Losing Limbs in Bleach d20 Classless

A traumatic event in any case, losing a limb is a possibility in combat with so many swords flying around.

Severing Limbs
The attacker must make a special Sunder attempt with a slashing weapon or natural weapon that deals slashing damage against the target. Should the sunder attempt succeed, they deal damage to the target limb. Damage Reduction acts as Hardness when severing a limb. Damage is not taken from the user's total hit points. Instead each limb has it's own hit point total as follows.

- Arms have Hit points equal to 1/4th the victim's total maximum Hit Points and gain a +6 bonus to their Defense check against the sunder attempt.
- Legs have Hit Points equal to 1/3rd the victim's total maximum Hit Points and gain a +4 bonus to their Defense check against the sunder attempt.
- Wings are treated as arms
- Tails are treated as legs
- The Head cannot be targeted in this manner unless you use the feat Head Shot. If they use the feat Head Shot, the head has 1/5th the victim's total maximum Hit Points and has a +8 bonus to Defense checks against the sunder attempt.

Constitution Drain from Losing Limbs
Losing Limbs also causes constitution drain. Losing an Arm costs you 1d4 Constitution, Losing a Leg costs you 1d6 Constitution. Wings are treated as arms, and tails are treated as legs. If you lose your head, you are dead unless you have some form of regeneration. If your Constitution reaches zero from losing a limb, you must immediately make a special constitution check with a DC of 10 + The number of limbs lost to refrain from dying outright from shock and blood loss. Should you make the save, you are in a coma till such time as the damage can be healed. This is an exception to the normal rules on constitution damage/drain.

Regeneration and Losing Limbs
If you have Regeneration you regrow any limb, including the head in 2d4 rounds. If you have High Speed regeneration, this time becomes 1d4 rounds.

Strength and Dexterity Damage From Losing Limbs
Losing limbs doesn't just drain constitution, it also lowers your Strength and Dexterity. Strength and Dexterity Damage is recovered once the limb is replaced at a rate of 1 per day as normal. For getting your arm cut off, you take 1d6 damage to both Strength and Dexterity. For getting a leg cut off you take 1d8 to Strength and Dexterity. Wings are treated as arms, tails as legs. This cannot be recovered until the limb is either reattached or regrown. Or in the case of Broken or Impaled limbs, healed.

HEAD SHOT [GENERAL, COMBAT]
Prerequisites: 15+ Strength, Power Attack, Improved Sunder
Benefit: Once per day, you may make a sunder attempt against someone's head.

Broken Limbs
Instead of using a Slashing weapon or slashing natural weapon to sever a limb, you may use a bludgeoning weapon or natural weapon that deals bludgeoning damage including a normal unarmed strike, to break the limb. Breaking a limb has the same basic effect of losing a limb, with the exception that the constitution drain is constitution damage and is multiplied by 2. A broken limb takes the constitution damage in weeks to fully heal. Constitution Damage inflicted in this way cannot kill. Should the victim be brought to a 0 Constitution, they are unconscious until their Constitution becomes higher than (10 – Their original Constitution Modifier) in days. If they're original constitution modifier was a negative number, treat it as a positive number for the length of time they remain unconscious. Anything that would repair severed limbs repairs broken limbs in half the time.

Dislocated Limbs
When a limb is hit with a bludgeoning weapon and reduced to 1/2 it's hit points in one shot, it is dislocated. A dislocated limb can't be used unless set. Setting a dislocated limb is a DC 15 Treat Injury check if done by someone else, a DC 20 if done by you. If you have an aid in setting the limb subtract 5 from the DC.

Impaled Limbs
If you are using a Piercing weapon or a Natural attack with piercing damage, you can impale limbs. This works in all ways as if the limb were severed, except that the victim takes Constitution damage equal to that of a broken limb instead of constitution drain. The limb is useless and must be healed by someone else to restore motor function to it.

Ripping off Limbs
You can attempt to rip off a limb of an opponent. First you must grapple the target. Then to rip off a limb incurs a Break DC check with a DC equal to (15 + 1/2 the opponent's level + their strength modifier + 1 for Arms or + 2 for Legs)(IE if the victim was a 20th level Hollow with a 20 Strength, the DC for an arm would be 31) Break DC's use only your Strength Modifier to determine success. A ripped off limb acts in all ways as if it were severed and deals damage to the victim equal to one half the HP of the limb itself.

Losing Limbs and Healing
Any healing that restores ability drain restores the associated limb. Regeneration effects restore the limb in the prescribed time. Soulcasters have the ability to instantly restore a limb without restoring hit points or ability drain.

Reattaching Limbs
Limbs can be reattached with a DC 40 Treat Injury check. If you do not have the surgery feat you take a -4 penalty to this check. If you do not have proper facilities in which to work you take a -4 penalty to this check. These penalties are cumulative. Reattached limbs take 2d4 weeks to begin working again at which time the Constitution Drain is restored. If the constitution drain is restored before the 2d4 week period, the limb begins working again as normal. A severed limb can be saved for 1 day per character level of the victim before it becomes unable to be reattached. Having the Reiatsu Healing feat grants a +4 bonus to this roll.

Losing Limbs and Skill Checks
While any lost limb effects concentration checks, severed or broken limbs effect other skill checks as well.
Severing or breaking an arm makes a person take a -5 penalty to any Strength based Skill Check except Jump.
Severing or breaking an arm also makes a person take a -5 penalty to Tumble and Escape Artist Checks.
A Severed or Broken leg incurs a -5 penalty on all Dexterity Based skills and the jump skill. While you have a severed or broken leg, you cannot tumble. Should you attempt to tumble you fall taking 2d6 subdual damage.
Any severed limb incurs a -5 penalty to any Charisma based skill check except for intimidate.

Movement without Legs
When you have lost a leg, you can stand on one leg and move at one quarter of your land speed (Rounded to the nearest 5 foot increment). Each time you move however, you must make a balance check (DC 20) or fall prone. While prone you can crawl at the same land speed as you could move normally (1/4 your maximum). If you lose both your legs you fall prone automatically, and can move at 1/8th your normal land speed (5 feet in most cases).

What Happens When You Lose an Arm?
When you lose an arm, you drop whatever you are holding with that arm. Should it be a releasable item such as a Zanpakutou, the item reseals itself if it is able (Constant Release would prevent a Zanpakutou resealing itself.) If you use a two handed weapon you may take a -4 penalty to attack rolls to wield the weapon one handed. If you wield a bow you cannot fire the bow one handed.

Losing Limbs to Area Effects
If an area effect would deal enough damage to you to remove one of your limbs, you must make a special reflex saving throw with a DC of (10 + Opponent's Character Level + Opponent's Constitution Modifier) or have one of the appropriate limbs removed (IE if you took 1/4 of your max HP in one area effect, you might lose an arm. If you took 1/3 your maximum hit points in one attack you might lose a leg). Limbs removed in an area effect are disintegrated and cannot be reattached. They can however be regrown later. Count Damage Reduction against limbs, even if the area effect's damage wouldn't allow it to be counted.

Losing Limbs in Non-Area Effect Non Physical Attacks
Kido, and other such abilities can target limbs like a weapon can. If the attack deals damage and doesn't specify that it is bludgeoning damage, treat the attack as a slashing weapon for purposes of severing a limb. Limbs removed in this way are disintegrated and cannot be reattached. They can however be regrown later. Count Damage Reduction against limbs, even if the effect's damage wouldn't allow it to be counted.

Lifting and Carrying

These carrying capacity rules determine how much a character's equipment slows him down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor determines his maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know; the extra gear your character carries won't slow him down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Weight: If you want to determine whether your character's gear is heavy enough to slow him down more than his armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity. Depending on the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Encumbrance Effects. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his maximum load over his head. A character's maximum load is the highest amount of weight listed for a character's Strength in the heavy load column of Table: Carrying Capacity.

A character can lift as much as double his maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them by half or more.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large ×2, Huge ×4, Gargantuan ×8, Colossal ×16. A smaller creature can carry less weight depending on its size category, as follows: Small ×3/4, Tiny ×1/2, Diminutive ×1/4, Fine ×1/8.

Quadrupeds can carry heavier loads than bipeds can. Multiply the values corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine ×1/4, Diminutive ×1/2, Tiny ×3/4, Small ×1, Medium ×1-1/2, Large ×3, Huge ×6, Gargantuan ×12, Colossal ×24.

Tremendous Strength: For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the “ones” digit as the creature's Strength score does and multiply the numbers in that row by 4 for every 10 points the creature's Strength is above the score for that row.

Table: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Table: Carrying Loads

			Speed		
Load	Max Dex	Check Penalty	(30 ft.)	(20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 5 feet to 120 feet (in 5-foot increments).

Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	80 ft.	55 ft.
30 ft.	20 ft.	90 ft.	60 ft.
40 ft.	30 ft.	100 ft.	65 ft.
50 ft.	35 ft.	110 ft.	70 ft.
60 ft.	40 ft.	120ft	75 ft.
70 ft.	50 ft.		

COMBAT

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:
1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS
This section summarizes the statistics that determine success in combat, and then details how to use

ATTACK ROLL
An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Defense Roll, you hit and deal damage.
Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss and provokes an attack of opportunity. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

ATTACK BONUS
Your attack bonus with a melee weapon is:
Base attack bonus + Strength modifier + size modifier
With a ranged weapon, your attack bonus is:
Base attack bonus + Wisdom modifier + size modifier + range penalty

Table: Size Modifiers

Size	Size Modifier	Size	Size Modifier
Colossal	–8	Small	+1
Gargantuan	–4	Tiny	+2
Huge	–2	Diminutive	+4
Large	–1	Fine	+8
Medium	+0		

DAMAGE
When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current hit points.
Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.
Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.
Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.
Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.
Pulling your punches: You may, as a free action willingly reduce your damage to a minimum of 1.
Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Note:* When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.
Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and effects can cause temporary ability damage (a reduction to an ability score).

Defense Roll
Your Defense Roll represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your Defense Roll is equal to the following: Defense skill ranks + Dexterity modifier + armor + shield + any other applicable modifiers

Note that armor limits your ability bonus, so if you're wearing armor, you might not be able to apply your whole ability bonus to your Defense.
Sometimes you can't use your ability bonus (if you have one). If you can't react to a blow, you can't use your ability bonus to Defense. (If you don't have a ability bonus, nothing happens.)

Other Modifiers: Many other factors modify your Defense.
Enhancement Bonuses: Enhancement effects make your armor better.
Deflection Bonus: Magical deflection effects ward off attacks and improve your Defense.
Natural Armor: Natural armor improves your Defense.
Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your ability bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a ability bonus to Defense.) Unlike most sorts of bonuses, dodge bonuses stack with each other.
Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your Defense doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally. If you have no armor, you lose 1/2 your ranks to defense on a touch attack.
Botching Defense: A natural roll of 1 when defending forces you to get hit by the attack anyway. If the opponent rolls a natural 20 on his roll the attack does 1 multiplier higher than normal when calculating damage.
Automatic Success on Defense: A natural roll of 20 when defending is treated as a critical success. A critical success always defends unless the attacker also critically hits in which case only normal damage is applied (nothing is multiplied)

HIT POINTS
When your hit point total reaches 0, you're disabled. When it reaches –1, you're dying. When it gets to negative ½ your hit points, you're dead.

SPEED
Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on what armor you're wearing.
Base speed is 30 feet. Speed in medium or heavy armor becomes 20 feet.
If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

SAVING THROWS
Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your ranks, and an ability score. Your saving throw modifier is: Base save bonus ranks + ability modifier
Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:
Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution or Strength modifier to your Fortitude saving throws whichever is higher.
Reflex: These saves test your ability to dodge area attacks. Apply your ability modifier to your Reflex saving throws whichever is higher.
Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom or Charisma modifier to your Will saving throws whichever is higher.
Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.
Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

INITIATIVE
Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a ability based check. Each character applies his or her ability modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).
If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.
Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your ability bonus to Defense (if any) while flat-footed. Some people have the uncanny dodge extraordinary ability, which allows them to avoid losing their ability bonus to Defense due to being flat-footed.

A flat-footed character can't make attacks of opportunity.
Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

SURPRISE
When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness
Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Listen checks, Spot checks, or other checks.
The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.
Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any ability bonus to Defense.

ATTACKS OF OPPORTUNITY
Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.
Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.
Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.
Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.
Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).
Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity.
Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.
Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.
An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round.
An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).
Combat Reflexes and Additional Attacks of Opportunity: If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

ACTIONS IN COMBAT

THE COMBAT ROUND

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

ACTION TYPES

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly make an attack or cast a kido. See Table: Actions in Combat for other standard actions.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below). Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Swift Action

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn unless an ability says otherwise.

Immediate Action

An immediate action is very similar to a swift action, but can be performed at any time — even if it's not your turn. An immediate action takes up your swift action for the round. If you've used a swift action that round you do not gain any immediate actions unless you have swift actions left over for the round from an ability.

Not an Action

Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity

In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

STANDARD ACTIONS

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon. All characters are considered trained how to make an unarmed strike by having ranks in the unarmed strike skill.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's Defense Roll, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target's Defense, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

Precise Shot: If you have the Precise Shot feat you don't take this penalty.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. To do so, you take a 15 on your Defense roll. This incurs a -5 penalty on all attacks in that round.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Defense Roll, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's Defense, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Kido and Critical Hits: A kido that requires an attack roll can score a critical hit. A kido attack that requires no attack roll cannot score a critical hit.

Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Spell-Like Abilities: Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

Using a Spell-Like Ability on the Defensive: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Start/Complete Full-Round Action
The “start full-round action” standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can’t use this action to start or complete a full attack, charge, run, or withdraw.

MOVE ACTIONS
With the exception of specific movement-related skills, most move actions don’t require a check.

Move
The simplest move action is moving your speed. If you take this kind of move action during your turn, you can’t also take a 5-foot step.
Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).
Accelerated Climbing: You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.
Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw or Sheathe a Weapon
Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.
If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move.
If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Ready or Loose a Shield
Strapping a shield to your arm to gain its shield bonus to your Defense, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.
Dropping a carried (but not worn) shield is a free action.

Manipulate an Item
In most cases, moving or manipulating an item is a move action.
This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.
Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

Direct or Redirect a Kido
Some kido allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a kido requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up
Standing up from a prone position requires a move action and provokes attacks of opportunity.

Mount/Dismount a Steed
Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can’t attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

Get into or out of a vehicle
Getting into or out of a vehicle is a move action that provokes an attack of opportunity.

FULL-ROUND ACTIONS
A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack
If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.
The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.
If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.
Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.
Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a –5 penalty on all attacks in a round to take a 15 on Defense checks in that round.

Cleave: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Use Special Ability
Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw
Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.
If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.
You may not withdraw using a form of movement for which you don't have a listed speed.
Note that despite the name of this action, you don't actually have to leave combat entirely.
Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Run
You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any ability bonus to Defense unless you have the Run feat
You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.
You can't run across difficult terrain or if you can't see where you're going.
A run represents a speed of about 12 miles per hour for an unencumbered human.

Move 5 Feet through Difficult Terrain
In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

FREE ACTIONS
Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item
Dropping an item in your space or into an adjacent square is a free action.

Drop Prone
Dropping to a prone position in your space is a free action.

Speak
In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

SWIFT ACTIONS
A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take unless an ability says otherwise. You can take a swift action any time you would normally be allowed to take a free action without using up your free actions for the turn.

IMMEDIATE ACTIONS
Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time — even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed. Any ability that grants you extra swift actions grants you extra immediate actions accordingly.

MISCELLANEOUS ACTIONS

Take 5-Foot Step
You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.
You can take a 5-foot step before, during, or after your other actions in the round.
You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature. You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat
Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill
Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.
The individual skill descriptions tell you what sorts of actions are required to perform skills.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS
The most common way that your character gets hurt is to take lethal damage and lose hit points
What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.
Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.
At from –1 hit points, you're dying.
At –1/2 maximum hit points or lower, you're dead.
Massive Damage: If you ever sustain a single attack deals (30 + 5 per level) points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take (30 + 5 per level) points of damage or more from multiple attacks, no one of which dealt (30 + 5 per level) or more points of damage itself, the massive damage rule does not apply.

DISABLED (0 HIT POINTS)
When your current hit points drop to exactly 0, you're disabled.
You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at –1 hit points, and you're dying.
Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.
You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (–1 HIT POINTS)
When your character's current hit points drop to between –1 and (–1/2 maximum hit points) inclusive, he's dying.
A dying character immediately falls unconscious and can take no actions.
A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

DEAD (–1/2 MAXIMUM HIT POINTS OR LOWER)
When your character's current hit points drop to –1/2 it's current maximum or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

STABLE CHARACTERS AND RECOVERY
On the next turn after a character is reduced to between –1 and (–1/2 maximum hit points) hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)
If the character's hit points drop to –1/2 Maximum hit points or lower, he's dead.
You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.
If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A character retains their reiatsu she had before dropping below 0 hit points.
A stable character who has been tended by a healer or who has been supernaturally healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.
Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.
Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.
Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.
Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

HEALING
After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.
Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.
If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.
Reiatsu Healing: Reiatsu Healing restores hit points.
Healing Limits: You can never recover more hit points than you lost. Reiatsu healing won't raise your current hit points higher than your full normal hit point total.
Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS
Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.
When temporary hit points are lost, they cannot be restored as real hit points can be, even by healing.
Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are. If you lose these increased hit points and would be below zero hit points, you are instead at zero hit points and disabled.

NONLETHAL DAMAGE
Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.
Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.
Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.
Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.
When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.
Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level.
When a power cures hit point damage, it also removes an equal amount of nonlethal damage.

Table: Actions in Combat

Standard Action	Attack of Opportunity[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe[2]
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active kido	No
Dismiss a kido	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe[3]
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No
Move Action	**Attack of Opportunity[1]**
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon**4**	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a mount or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield[4]	No
Retrieve a stored item	Yes
Flash Step without beating the difficulty by 10 or more	No
Full-Round Action	**Attack of Opportunity[1]**
Full attack	No
Charge**5**	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Withdraw[5]	No
Fully incanting a Kido	Yes
Free Action	**Attack of Opportunity[1]**
Drop an item	No
Drop to the floor	No
Speak	No
No Action	**Attack of Opportunity[1]**
Delay	No
5-foot step	No
Use the Kido of Opportunity Feat	No
Swift Action	**Attack of Opportunity1**
Flash Step by beating the difficulty by 10 or more	No
Using certain Powers or Feats	Maybe9
Immediate Actions	**Attack of Opportunty**
Use Defensive Flash Step maneuver	No
Use Certain Powers or Feats	No
Action Type Varies	**Attack of Opportunity[1]**
Disarm[7]	Yes
Grapple[7]	Yes
Trip an opponent[7]	Yes
Use a feat	Varies8
Cast a non incanted kido	Varies

Special Conditions

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2. If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

3. If the object is being held, carried, or worn by a creature, yes. If not, no.

4. If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two- Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

5. May be taken as a standard action if you are limited to taking only a single action in a round.

6. Unless the component is an extremely large or awkward item.

7. These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

8 Noted in the description of the feat.

9 It will say in the power if it provokes an attack of opportunity.

Movement, Position and Distance

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

TACTICAL MOVEMENT

How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed: Some Zanpakutou give a +10 foot bonus to his speed or more. In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Table: Tactical Speed

Type	No Armor or Light Armor	Medium or Heavy Armor
Normal Character	30 ft.(6 squares)	20 ft.(4 squares)
w/Improved Speed I	35 ft. (7 squares)	25 ft. (5 squares)
w/Improved Speed II	40 ft. (8 squares)	30 ft. (6 squares)
w/Improved Speed III	45 ft. (9 squares)	35 ft. (7 squares)
w/Improved Speed VI	50 ft. (10 squares)	40 ft. (8 squares)
w/Improved Speed V	55 ft. (11 squares)	45 ft. (9 squares)
w/Improved Speed VI	60 ft. (12 squares)	50ft. (10 squares)

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friend: You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to Defense.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a –4 penalty to Defense, and you lose any ability bonus to Defense.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square.

Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Table: Creature Size and Scale		
Creature Size	Space[1]	Natural Reach[1]
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

1 These values are typical for creatures of the indicated size. Some exceptions exist.

COMBAT MODIFIERS

FAVORABLE AND UNFAVORABLE CONDITIONS

Table: Attack Roll Modifiers		
Attacker is . . .	Melee	Ranged
Dazzled	–1	–1
Entangled	–2[1]	–2[1]
Flanking defender	+2	—
Invisible	+2[2]	+2[2]
On higher ground	+1	+0
Prone	–4	—[3]
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

1 An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.
2 The defender loses any ability bonus to Defense. This bonus doesn't apply if the target is blinded.
3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Table: Defense Roll Modifiers Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2[1]	–2[1]
Concealed or invisible	— See Concealment	—
Cowering	–2[1]	–2[1]
Entangled	+0[2]	+0[2]
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralyzed, sleeping, or bound)	–4[4]	+0[4]
Kneeling or sitting	–2	+2
Pinned	–4[4]	+0[4]
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2[1]	–2[1]

1 The defender loses any ability bonus to Defense.
2 An entangled character takes a –4 penalty to Dexterity.
3 Roll randomly to see which grappling combatant you strike. That defender loses any ability bonus to Defense.
4 Treat the defender's Dexterity as 0 (–5 modifier). You can sneak attack helpless or pinned defenders.

COVER

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to Defense).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to Defense. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to Defense and Reflex saves. In such situations the normal cover bonuses to Defense and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

CONCEALMENT

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.
Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.
Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.
Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).
You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.
Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).
Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

FLANKING
When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.
When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.
Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.
Only a creature or character that threatens the defender can help an attacker get a flanking bonus.
Creatures with a reach of 0 feet can't flank an opponent.

HELPLESS DEFENDERS
A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.
Regular Attack: A helpless character takes a –4 penalty to Defense against melee attacks, but no penalty to Defense against ranged attacks.
A helpless defender can't use any ability bonus to Defense. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to Defense as if it were –5 (and a rogue can sneak attack him).
Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.
You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.
Delivering a coup de grace provokes attacks of opportunity from threatening opponents.
You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

SPECIAL ATTACKS

Table: Special Attacks	
Special Attack	**Brief Description**
Aid another	Grant an ally a +2 bonus on attacks or Defense
Bull rush	Push an opponent back 5 feet or more
Charge	Move up to twice your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Feint	Negate your opponent's Dex bonus to Defense
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Throw splash weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent
Two-weapon fighting	Fight with a weapon in each hand

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against Defense 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to Defense against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

FIREARMS

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Ranged Shots Skill allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it. Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted.

Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

Grenades and Explosives
An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.
Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives
An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Thrown Explosives (hit)	
Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the –4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.
If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Thrown Explosive (Miss 2 to 3 Range Increments)	
Roll on d8	Location Struck
1	upper right corner, one square beyond target
2	upper right corner, one square right of target
3	lower right corner, one square right of target
4	lower right corner, one square short of target
5	lower left corner, one square short of target
6	lower left corner, one square left of target
7	upper left corner, one square left of target
8	upper left corner, one square beyond target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Thrown Explosives (Miss 4 to5 Range Increments)	
Roll on d12	Location Struck
1	upper right corner, two squares beyond target
2	upper right corner, one square beyond and right of target
3	upper right corner, two squares right of target
4	lower right corner, two squares right of target
5	lower right corner, one square short and right of target
6	lower right corner, two squares short of target
7	lower left corner, two squares short of target
8	lower left corner, one square short and left of target
9	lower left corner, two squares left of target
10	upper left corner, two squares left of target
11	upper left corner, one square beyond and left of target
12	upper left corner, two squares beyond target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives
A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.
When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Splash Weapons
A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.
To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the –4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.
A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.
If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

ATTACK AN OBJECT
Sometimes a character needs to attack or break an object

Strike an Object
Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.
Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Table: Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	–3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.
An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)
Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).
Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Table: Object Hardness and Hit Points Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects[1]			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

[1]Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Energy Attacks: Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.
Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects.
Immunities: Objects are immune to nonlethal damage and to critical hits.
Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.
If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

BULL RUSH

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.
Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)
Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.
Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (*Note:* The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)
If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

CHARGE

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll. and take a –2 penalty to your Defense until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

DISARM

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a –4 penalty on the roll.

Step Three: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Grabbing Items

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

FEINT
Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his ability bonus to Defense (if any). This attack must be made on or before your next turn.
When feinting in this way against a nonhumanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a nonintelligent creature, it's impossible.
Feinting in combat does not provoke attacks of opportunity.
Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

GRAPPLE
Grappling means wrestling and struggling hand-to-hand.
There are three stages to grappling: grabbing, holding, and pinning.
- Grabbing
Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.
- Holding
Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)
- Pinning
Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.
- Grapple Checks
When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:
Base attack bonus + Strength modifier + grapple modifier
- Grapple Modifier
A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

Table: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	–4
Tiny (housecat)	–8
Diminutive (rat)	–12
Fine (horsefly)	–16

- Starting a Grapple
To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.
1. Attack of Opportunity: A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.
2. Grab: The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.
3. Hold: Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike.
If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).
4. Maintain the Grapple: To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

- Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

No Threatened Squares: A character doesn't threaten any squares while grappling.

No Dexterity Bonus: A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

No Movement: A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a –4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

Escape from Pin: Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack with a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (the character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

MOUNTED COMBAT

Mounts in Combat: WarMounts and warponies can serve readily as combat steeds. They however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a mount. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A mount is normally a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted: With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the Defense penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on mountback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally

Casting Kido while Mounted: You can cast a kido normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a kido, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + kido grade) or lose the kido. If the mount is running (quadruple speed), you can cast a kido when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + kido grade).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

OVERRUN

You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Improved Overrun: If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

SUNDER

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP[1]
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special[2]	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20
Zanpakutou or Equivalent Weapon	5+ 1/2 Level	1/4 the user's

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
2 Varies by material.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)
Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.
If you fail the sunder attempt, you don't deal any damage.
Sundering a Carried or Worn Object: You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's Defense. A carried or worn object's Defense is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

TRIP

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.
Making a Trip Attack: Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.
If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.
Avoiding Attacks of Opportunity: If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.
Being Tripped (Prone): A tripped character is prone. Standing up is a move action.
Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.
If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

TWO-WEAPON FIGHTING
If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:
•If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
•The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 2.
Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–8
Off-hand weapon is light and Two-Weapon Fighting feat taken once	–2	–6

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.
Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.
Ranged Weapons: The same rules apply when you use a ranged weapon. Treat Handguns and Sawed off Shotguns as light weapons.

SPECIAL INITIATIVE ACTIONS
Here are ways to change when you act during combat by altering your place in the initiative order.

DELAY
By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.
You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).
Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).
If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

READY
The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).
Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.
You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.
Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.
Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

SPECIAL ABILITIES & CONDITIONS

SPECIAL ABILITIES
A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.
Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as near *sekkiseki stone*).
Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *sekkiseki stone field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

Table: Special Ability Types

Effect	Extraordinary	Spell-Like	Supernatural
Sekkiseki Stone	No	Yes	Yes
Attack of opportunity	No	Yes	No

Sekkiseki Stone: Does Sekkiseki Stone or similar item suppress the ability?
Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

ABILITY SCORE LOSS
Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *lesser restoration* and *restoration* offset ability damage as well. Ability drain, however, is permanent, though *restoration* can restore even those lost ability score points.
While any loss is debilitating, losing all points in an ability score can be devastating.
• Strength 0 means that the character cannot move at all. He lies helpless on the ground.
• Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
• Constitution 0 means that the character is dead.
• Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
• Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
• Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.
Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.
Having a score of 0 in an ability is different from having no ability score whatsoever.
Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.
If a character's Constitution score drops, then he loses 1 hit point per Level for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Level.
The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

SEKKISEKI STONE

A *sekkiseki stone area* cancels reiatsu altogether. An sekkiseki stone effect has the following powers and characteristics.

• No supernatural ability, spell-like ability, or reiatsu ability works in an area of sekkiseki stone (but extraordinary abilities still work). This is usually within 30 feet of the sekkiseki stone itself.

• sekkiseki stone does not dispel reiatsu; it suppresses it. Once a reiatsu effect is no longer affected by the sekkiseki stone (the sekkiseki stone is moved, and so on), the effects return. Kido that still have part of their duration left begin functioning again, Items are once again useful, and so forth.

• Kido areas that include both an sekkiseki stone area and a normal area, but are not centered in the sekkiseki stone area, still function in the normal area. If the kido's center is in the sekkiseki stone area, then the kido is suppressed.

• Constructs, elementals, outsiders, and corporeal undead, still function in an sekkiseki stone area (though the sekkiseki stone area suppresses their kido and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.

• Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of a sekkiseki stone effect. They reappear in the same spot once the field goes away.

• Zanpakutou and similar weapons do not function in an area effected by Sekkiseki stone and are sealed until you remove them from the area of sekkiseki stone.

• Two sekkiseki stone areas in the same place do not cancel each other out, nor do they stack.

BLINDSIGHT AND BLINDSENSE

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

• Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

• Blindsight does not subject a creature to gaze attacks (even though darkvision does).

• Blinding attacks do not penalize creatures using blindsight.

• Deafening attacks thwart blindsight if it relies on hearing.

• Blindsight works underwater but not in a vacuum.

• Blindsight negates displacement and blur effects.

Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its ability bonus to Defense Roll against attacks from creatures it cannot see.

BREATH WEAPON

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

• Using a breath weapon is typically a standard action.

• No attack roll is necessary. The breath simply fills its stated area.

• Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.

• Breath weapons are supernatural abilities except where noted.

• Creatures are immune to their own breath weapons.

• Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

CHARM AND COMPULSION

Many abilities can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various *charm* Zanpakutou Abilities Essentially, a *charmed* character retains free will but makes choices according to a skewed view of the world.

• A *charmed* creature doesn't gain any magical ability to understand his new friend's language.

• A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.

• A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).

• A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed.*

• A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to her.

• If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

• A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

DAMAGE REDUCTION

Most creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. A dash follows the slash as the damage reduction is effective against any attack that does not ignore damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a stunning fist, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt kido.

Kido, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body,. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

If you fail to overcome the damage reduction of a target with a Melee or Unarmed attack, you take damage equal to the difference between the damage reduction and the damage you attempted to deal. (IE if you attempted to deal 12 damage and the target had DR 13/-, you would take 1 damage)

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

• Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.

• In case it matters, a dead character, no matter how she died, has –1/2 maximum hit points.

• Certain effects protect a character against these attacks.

DISEASE

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table: Diseases.

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Table: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Pestilence Type Zanpakutou: These type of zanpakutous use the diseases above, but have different difficulties to defeat the illness and may even have different incubation periods and secondary damages.

ENERGY DRAIN AND NEGATIVE LEVELS

Some horrible creatures, especially Quincy swordsmen, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

–1 on all skill checks and ability checks.

–1 on attack rolls and saving throws.

–5 hit points (+Con Mod if the user has the Blooded feat)

–1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

Negative levels normally remain for 24 hours or until removed with an ability. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Any effect that brings a character back to life, removes 1 or more negative levels from the target as if healed by the Perfect Reiatsu Healing feat.

EVASION AND IMPROVED EVASION
These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Feats give these abilities.
If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes 1/4 damage on a successful save.
As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.
As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.
Characters cannot use evasion in medium or heavy armor.
Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING
A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.
At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).
Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.
A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.
Fast healing does not restore hit points lost from starvation, thirst, or suffocation.
Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR
Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.
Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.
Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).
Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.
Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

GASEOUS FORM
Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.
Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast Kido. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).
Creatures in gaseous form have damage reduction 10/magic. Kido, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.
Gaseous creatures do not need to breathe and are immune to attacks involving breathing (poison gas, and the like).
Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.
Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

Gaze attacks not produced by a kido are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off " when so desired.

INCORPOREALITY

Some creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them. Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms.

Even when struck by kido or spiritual weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor

check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures	
Invisible Creature Is . . .	**DC**
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)
If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.
If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.
If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.
If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.
Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.
An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.
A creature with the scent ability can detect an invisible creature as it would a visible one.
A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)
A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.
An invisible burning torch still gives off light, as does an invisible object with a light or similar ability upon it.
Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.
Invisible creatures cannot use gaze attacks.
Invisibility does not thwart *detect* spells-like abilities.
Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LEVEL LOSS

A character who loses a level instantly loses 5 hit points (+con mod if the victim had the blooded feat). The character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.
The victim's experience point total is immediately set to the midpoint of the previous level.

LOW-LIGHT VISION

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.
Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS
Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)
A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a kido with no incantation.
A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON
When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.
Poisons are detailed in the Craft(chemical) skill description.
Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.
Perils of Using Poison
A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him or herself with the weapon.
Poison Immunity
Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms gain a +10 to checks versus poison. Oozes and certain kinds of creatures gain a +10 versus poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

POLYMORPH
Many abilities can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.
Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

PSIONICS
Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.
Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks.
Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances.
Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

RAYS
All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's ability bonus to Defense is high, it might be hard to hit her with the ray in the first place.

REGENERATION
Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.
Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.
Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.
Regeneration does not restore hit points lost from starvation, thirst, or suffocation.
Attack forms that don't deal hit point damage ignore regeneration.
An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

RESISTANCE TO ENERGY
A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.
Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or reiatsu source.
When resistance completely negates the damage from an energy attack, the attack does not disrupt a kido. This resistance does not stack with the resistance that a kido might provide.

SCENT
This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.
A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.
The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.
Creatures with the scent ability can identify familiar odors just as humans do familiar sights.
Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.
False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

TREMORSENSE
A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.
If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.
As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Condition Summary

If more than one condition affects a character, apply them all. If effects can't combine, apply the most severe effect.

ABILITY DAMAGED
The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

ABILITY DRAINED
The character has permanently lost 1 or more ability score points. The character can regain drained points only through supernatural means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

BLEED
A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any ability that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

BLINDED
The character cannot see. He takes a -2 penalty to Armor Class, loses his ability bonus to Defense (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

BLOWN AWAY
Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 × 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

CHECKED
Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

CONFUSED
A confused character’s actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject’s self). A confused character who can’t carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

COWERING
The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her ability bonus (if any).

DAZED
The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to Defense.
A dazed condition typically lasts 1 round.

DAZZLED
The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

DEAD
The character's hit points are reduced to -1/2 his maximum, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

DEAFENED
A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

DISABLED
A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the game master deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.
A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

DYING
A dying character is unconscious and near death. She has -1 to -1/2 maximum current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

ENERGY DRAINED
The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

ENTANGLED
The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

EXHAUSTED
An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

FASCINATED
A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

FATIGUED
A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

FLAT-FOOTED
A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his ability bonus to Defense (if any) and cannot make attacks of opportunity.

FRIGHTENED
A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

GRAPPLING
Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his ability bonus to Defense (if any) against opponents he isn't grappling. See Grapple.

HELPLESS
A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Some characters can sneak attack helpless targets.
As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A character also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.
Delivering a coup de grace provokes attacks of opportunity.
Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

INCORPOREAL
Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better weapons, spiritual weapons, spells, spell-like effects, or supernatural effects.

INVISIBLE
Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' ability bonuses to Defense (if any). (See Invisibility, under Special Abilities.)

KNOCKED DOWN
Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

NAUSEATED
Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

PANICKED
A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

PARALYZED
A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

PETRIFIED
A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

PINNED
Held immobile (but not helpless) in a grapple.

PRONE
The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to Defense against melee attacks.
Standing up is a move-equivalent action that provokes an attack of opportunity.

SHAKEN
A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.
Shaken is a less severe state of fear than frightened or panicked.

SICKENED
The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

STABLE
A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).
If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

STAGGERED
A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).
A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

STUNNED
A stunned creature drops everything held, can't take actions, takes a -2 penalty to Defense, and loses his ability bonus to Defense (if any).

UNCONSCIOUS
Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -1/2 maximum, or from nonlethal damage in excess of current hit points.

Leadership

Leadership Score
A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed below.

Cohort Level
The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level
The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Leadership Modifiers
Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score, see Table: Reputation.

Other modifiers may apply when the character tries to attract a cohort, see Table: Attracting Cohorts.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the modifiers that apply on Table: Attracting Followers.

Table: Leadership

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Table: Reputation

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Table: Attracting Cohorts

The Leader…	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

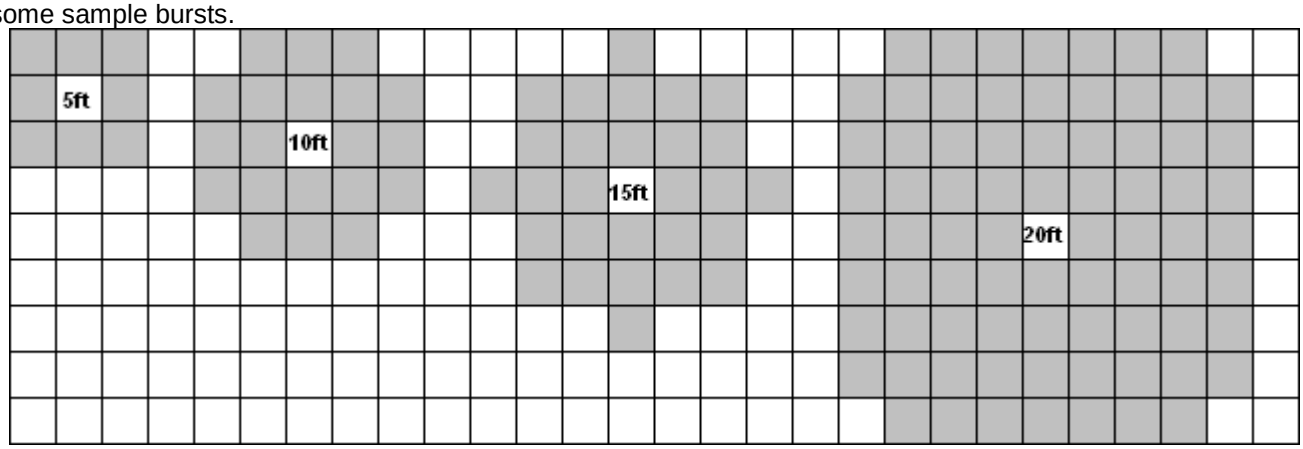
Table: Attracting Followers

The Leader…	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1

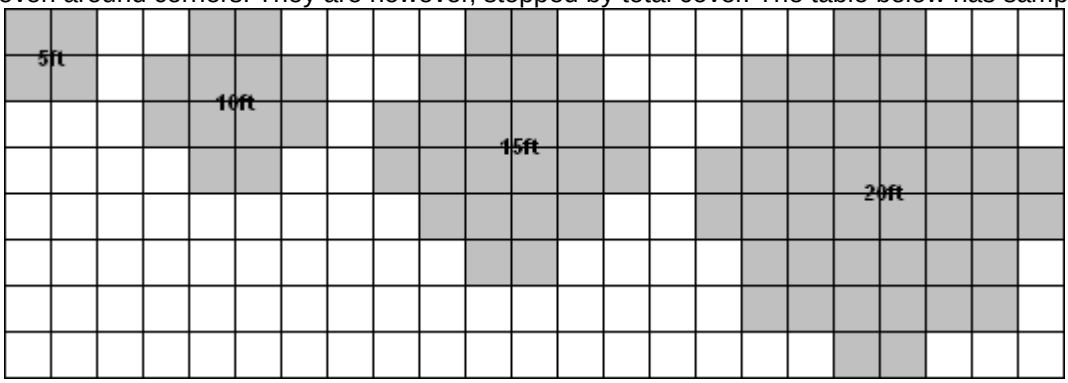
Bursts, Blasts, Cones and Lines

There are many area effects in the Bleach D20 Classless systems. There are the following

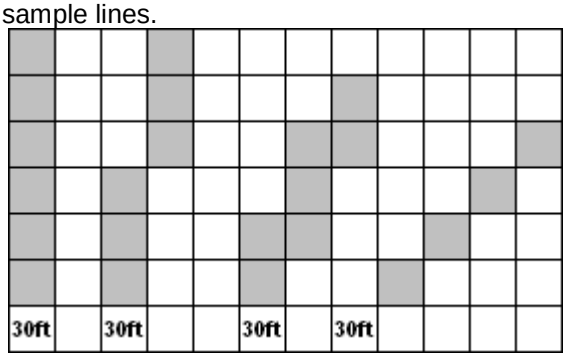
Bursts:
Bursts are areas of effect that radiate from the caster in an area around them. Examples of Bursts are Emanations and certain Release abilities that emanate from the caster. Even around corners, but not against total cover. The caster is not in the area of effect for the purposes of effects and damage. The table below has some sample bursts.



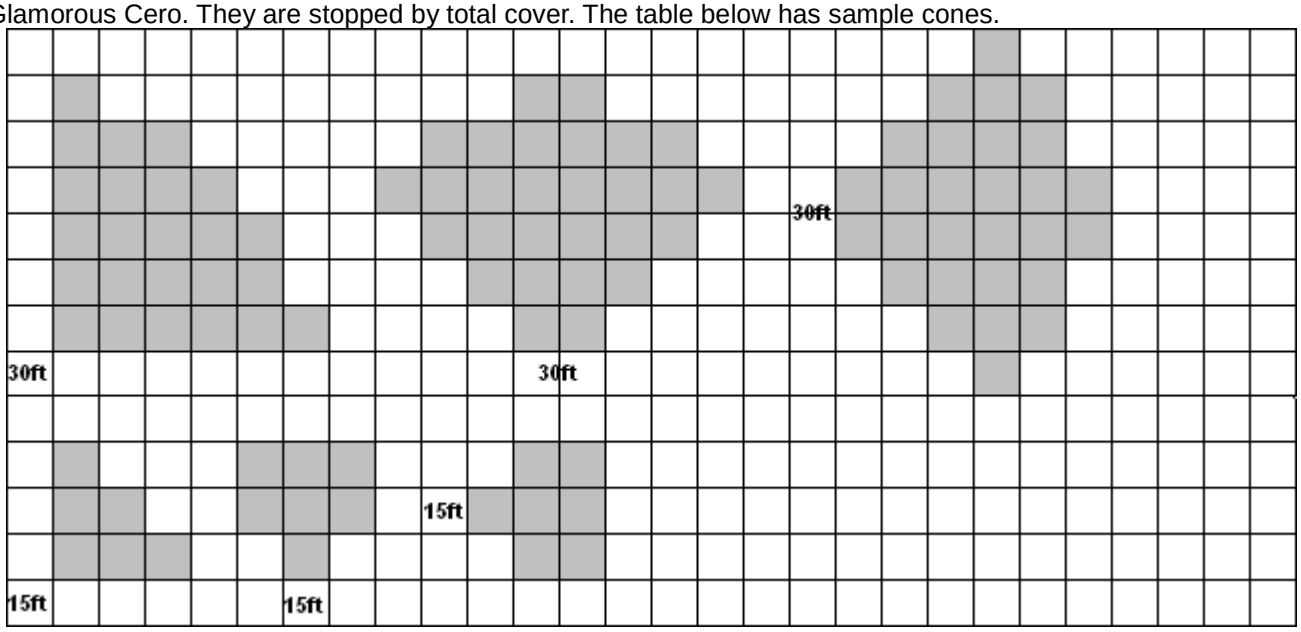
Blasts:
Blasts are effects that radiate from a corner of a square in a radius. Like the spell *fireball,* they spread out in all directions, even around corners. They are however, stopped by total cover. The table below has sample blasts.



Lines:
Lines are straight lines of effect that effect everyone in their area. The originate from one part of a square and proceed outwards towards their range maximum (For example, a Cero is a 60 foot line.). The are stopped by total cover. The table below has sample lines.



Cones:
Cones spread out from a small beginning to an end point that is as wide as it is long. An example of a Cone is a Glamorous Cero. They are stopped by total cover. The table below has sample cones.



Knockback

In most Anime, being knocked back isn't anything new. Hell; being knocked through buildings isn't new. It's old hat. So to simulate this, the Knockback rule exists to serve that purpose.

Knocking opponents back:
You may, at your option, attempt to knock an opponent back. This is done as a Bullrush attempt, but you do not have to go with them. You do this as part of an attack. Add the damage you would have dealt to the DC of the bullrush attempt. You deal no damage when you attempt to knock someone back. You instead are putting all your power into the knockback effect. The damage you would have dealt is defined as any untyped damage your attack would have dealt. Elemental damage doesn't count towards knockback, it is still dealt to the target. Sneak Attack damage counts towards knockback if you are using bludgeoning damage to deal it.

When you perform this special use of the bullrush rules, there is no attack of opportunity, you do not have to charge, and you do not move with the target unless you choose to. You cannot make this special Knockback attempt with a ranged shot attack unless you are within 30 feet of the target.

If you are knocked into interposing barriers, you act as if you fell the distance. If the falling damage would be greater than the break DC of the interposing barrier, you move through the barrier without taking the falling damage and continue being knocked back. This happens to each interposing barrier that you come across. If the object is thicker than the knockback distance (Say, a mountain), you are knocked into the object half the distance you would normally be knocked back, rounded to the nearest 5 foot square barring being stopped by Falling Damage.

When you are knocked back in this fashion while in the air, the DC of the balance check to stop yourself becomes the Bullrush check used to knock you back (IE if you were knocked back with a 50 Bullrush check, the Balance DC to stop yourself in midair is 50). You may alternatively attempt a Swim check to turn yourself instead of stopping, the swim check to turn yourself is equal to the Bullrush check – 10. (IE The above mentioned Bullrush check of 50 becomes a 40 Swim Check DC to turn yourself in midair.) You still move the distance knocked back, but you can control the direction you move, and move up to your speed after the knockback. You may also attempt to stop yourself in midair using a swim check, but the DC is the same as the Balance Check.

Damage and Knockback:
If at any time you would take more damage in one shot than twice your Lowest Physical Statistic before damage reduction, you are knocked back 2 feet per point of damage above that to the nearest five foot increment (IE, if your constitution is 15, and you are hit for 40 damage before damage reduction, you would be knocked back 20 feet in the direction you were hit.). This is damage before Damage Reduction applies, and only applies to untyped damage your attack does. An attacker can choose not to knock someone back with damage as a free action.

If you are knocked into interposing barriers, you act as if you fell the distance. If the falling damage would be greater than the break DC of the interposing barrier, you move through the barrier without taking the falling damage and continue being knocked back. This happens to each interposing barrier that you come across. If the object is thicker than the knockback distance (Say, a mountain), you are knocked into the object half the distance you would normally be knocked back, rounded to the nearest 5 foot square barring being stopped by Falling Damage.

When you are knocked back in this fashion while in the air, the DC of the balance check to stop yourself becomes the Damage used to knock you back (IE if you were knocked back with a 50 damage, the Balance DC to stop yourself in midair is 50). You may alternatively attempt a Swim check to turn yourself instead of stopping, the swim check to turn yourself is equal to the Damage – 10. (IE The above mentioned damage of 50 becomes a 40 Swim Check DC to turn yourself in midair.) You still move the distance knocked back, but you can control the direction you move, and move up to your speed after the knockback. You may also attempt to stop yourself in midair using a swim check, but the DC is the same as the Balance Check.

Knockback and different sizes:
Large or larger creatures treat knockback differently than medium sized and smaller creatures. For each size category above medium the creature is, they gain Knockback resistance 5. This means, that they have to take five more points of damage per size category above medium they are before they are knocked back. (For Example: Rizza the Large Hollow has a low Dexterity of 10. If he takes more than 25 points of damage (2xDex + 5) he gets knocked back.)

Small and smaller creatures also have a different relationship with knockback. For each size category smaller than medium a character is, they gain a Knockback susceptibility of 2, meaning they have to take 2 less damage per size category smaller than medium they are than normal. (IE if Jimmy the Shinigami has taken the Child fan service feat, and is small, and has a Strength of 12. He would have to take 22 points of damage before getting knocked back instead of the normal 24.)

MOVEMENT

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.
Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.
Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.
Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.
Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

TACTICAL MOVEMENT

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.
If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)
In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)
You can't run or charge through any square that would hamper your movement.

LOCAL MOVEMENT

Characters exploring an area use local movement, measured in feet per minute.
Walk: A character can walk without a problem on the local scale.
Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.
Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Table: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)[1]				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Table: Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle[1]	x2
Poor visibility	x2
Impassable	—

1 May require a skill check

Table: Terrain and Overland Movement			
Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

MOVING IN THREE DIMENSIONS

Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Table: Maneuverability					
	Maneuverability				
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90º/5 ft.	45º/5 ft.	45º/5 ft.	45º/10 ft.
Turn in place	Any	+90º/–5 ft.	+45º/–5 ft.	No	No
Maximum turn	Any	Any	90º	45º	45º
Up angle	Any	Any	60º	45º	45º
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45º	45º
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

EVASION AND PURSUIT

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

MOVING AROUND IN SQUARES

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

Vehicle Movement and Combat

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles -- cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale: Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet. In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale: In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armored car
Large	-1	Economy car, Harley
Medium-Size	0	Racing bike, dirt bike

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can by mounted to fire in one of four directions -- forward, aft (rear), right, or left -- or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.
Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

	Character Scale		Chase Scale		
Speed Category	Movement1	Turn Number2	Movement1	Turn Number2	Defense Modifier Check/Roll Modifier
Stationary3	0	--	0	--	0 / --
Alley Speed	1 to 20	1	1 to 2	1	0 / 0
Street Speed	21 to 50	2	3 to 5	1	+1 / -1
Highway Speed	51 to 150	4	6 to 16	2	+2 / -2
All-Out	151 or above	8	16 or above	2	+4 / -4

1 The number of squares a vehicle can move at this speed
2 The number of squares a vehicle must move at this speed before making a turn.
3 A stationary vehicle cannot move or maneuver

Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Stationary: The vehicle is motionless.
Alley Speed: This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.
Street Speed: The vehicle is traveling at a moderate speed, up to about 35 miles per hour.
Highway Speed: The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.
All-Out: The vehicle is traveling extremely fast, more than 80 miles per hour.

Moving

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category. Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one -- but it's also harder to control, and to attack from. As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle -- including Drive checks to control the vehicle and attacks made from it.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement -- so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.
Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle -- he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide -- so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the drive to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Caltrops	15
Oil Slick	15
Object	
- Small (Tire, Light Debris)	5
- Medium-size (Crate)	10
- Large (Pile of Wreckage)	15
Structure	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop. Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 Degrees	5
90 Degrees	10
135 Degrees	15
180 Degrees	20

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

Jump: A driver can attempt to jump his or her vehicle across a gap in his or her path. To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1-3 Feet	15
4-8 Feet	20
9-15 Feet	25
16-25 Feet	35
26-40 Feet	45
Vehicle Speed Category	**DC Modifier**
Alley Speed	Add 10
Street Speed	Add 5
Highway Speed	0
All Out	Subtract 5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	Subtract 5
Each size category smaller	Add 5
Each speed category of difference	Subtract 2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed: The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

Optional Attack Action: If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

Optional Attack Action: If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to

Table: Collision Damage

Highest Speed	Damage Die Type
Alley Speed	d2
Street Speed	d4
Highway Speed	d8
All-Out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x1
A moving vehicle, striking head-on or 45 degrees from head-on	x2
A moving vehicle, striking perpendicular	x1
A moving vehicle, striking from the rear or 45 degrees from the rear	X1/2
A vehicle being sideswiped (see Sideswipe)	X1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.
Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same damage taken by vehicle
One Quarter	One half damage taken by vehicle
One Half	One Quarter damage taken by vehicle
Three Quarters or More	None

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to 2d6 x the turn number for its speed. The vehicle's occupants take damage equal to 2d4 x the turn number for its speed (Reflex save, DC 15, for half damage).
Hide and Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

Table: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	2	0
Skilled	4	2
Expert	8	4
Ace	12	+8/+3

Table: Crewed Vehicles

Name	Crew	Initiative	Maneuver
Civilian Aircraft			
Bell Jet Ranger	2 (Skilled +4)	0	0
Bell Model 212	2 (Skilled +4)	0	0
Cessna 172 Skyhawk	1 (Normal +2)	-2	-2
Learjet Model 45	2 (Skilled +4)	0	0
Civilian Cars			
Acura 3.2 TL	1 (Normal +2)	0	1
Aston-Martin Vanquish	1 (Normal +2)	0	2
BMW M3	1 (Normal +2)	0	3
Chevrolet Cavalier	1 (Normal +2)	1	1
Chevrolet Corvette	1 (Normal +2)	0	2
Dodge Neon	1 (Normal +2)	1	1
Ford Crown Victoria	1 (Normal +2)	0	1
Jaguar XJS	1 (Normal +2)	0	1
Lamborghini Diablo	1 (Normal +2)	0	3
Mercedes E55 AMG	1 (Normal +2)	0	2
Volkswagen Jetta	1 (Normal +2)	0	2
Civilian Motorcycles			
Ducati 998R	1 (Normal +2)	2	5
Harley Davidson FLSTF	1 (Normal +2)	1	3
Yamaha YZ250F	1 (Normal +2)	2	4
Civilian Trucks			
AM General Hummer	1 (Normal +2)	0	0
Chevrolet Suburban	1 (Normal +2)	0	0
Dodge Caravan	1 (Normal +2)	0	0
Ford Escape XLT	1 (Normal +2)	0	0
Ford F-150 XL	1 (Normal +2)	0	0
Toyota Tacoma Xtracab	1 (Normal +2)	0	0
Civilian Water Vehicles			
Bayliner 1802 Capri	1 (Normal +2)	0	0
Fairline Targa 30	1 (Normal +2)	-2	-2
Sea-Doo XP	1 (Normal +2)	1	3
Other Vehicles			
Armored truck	2 (Skilled +4)	2	2
Honda TRX400FW	1 (Normal +2)	1	3
Limousine	1 (Skilled +4)	0	0
Moving truck	1 (Normal +2)	-2	-2
NABI Model 40LFW	1 (Skilled +4)	0	0
Military Vehicles			
BMP-2	3 (Skilled +4)	2	2
M1A2 Abrams	4 (Skilled +4)	0	0
M2A2 Bradley	3 (Skilled +4)	0	0
M113A1 Gavin	2 (Skilled +4)	2	2
UH-60 Black Hawk	2 (Skilled +4)	0	0

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving. Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.
Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover).

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).
Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

Retraining

RETRAINING OVERVIEW

The most basic level of character revision is retraining - That is, adjusting a decision you made earlier in your character's career by selecting a different legal option. This technique represents the character's practicing new talents in lieu of honing older ones. In a way, the process is similar to attaining a new level. In keeping with that concept, the retraining option can be chosen only during level advancement.

Four different character aspects (See Table) can be changed through retraining. Each time your character attains a new level, you can select one (And only one) of these options. For instance, you can't change a feat selection and your kido know at the same level. Since these options represent two different sessions of retraining, they must occur at different levels.

The decision to retrain must be implemented before any benefits of the newly attained level are applied. For example if a 10th level Shinigami wants to trade her Improved Flash Step evasion feat for the Opportunist feat, she can do so immediately upon attaining 11th level, before she gains any of the benefits for that level (such as additional hit points, skill levels and so on).

Table: Retraining Options

Character Aspect	Effect
Feat Retraining	Exchange one feat for another feat for which you qualify.
Skill Retraining	Trade ranks between two skills.
Language Retraining	Exchange one language for another.
Kido Retraining	Exchange one kido known for another

FEAT RETRAINING

Sometimes a feat choice looks great on paper, but it just doesn't work for your character in practice. Maybe an early feat choice reflected the character's personality and style, but a little experience changed his outlook. For instance you might have selected Improved Initiative at first level because you pictured the character as ambitious and a little reckless. But after a while of jumping ahead of the group spellcaster, he decides that a little more care in combat is needed, causing you to regret your early feat choice.

The Process

You can exchange one of the feats you previously selected for another feat. If the new feat has prerequisites, not only must your character meet them in his current state, but you must also be able to show that he met them at the time you chose the previous feat.

Example: A fifth level character couldn't trade the Mobility feat he chose at third level for the Improved Critical feat because he doesn't currently meet the prerequisites for the latter feat (Relevant attack skill 11+ Ranks). He also couldn't trade that Mobility feat for the Weapon Skill Specialization feat, even though he currently meets the prerequisites (Attack Skill 7+ Ranks) because he could not have done so as a 3rd-level character.

LANGUAGE RETRAINING

It made a lot of sense to speak purely Japanese at first level because the campaign began in Karakura Town, but now that you're mostly in America, it would be nice to understand your new surroundings.

The Process

Subtract one language from your list of known languages and add a new one to the list. It doesn't matter how your character earned the original language - It could have been your first language, or a language purchased with skill points.

SKILL RETRAINING

Some skills that are particularly valuable at lower levels become less useful later on, and vice versa. For example, when everyone in the party is using the feat Superior Reiatsu Healing, the Treat Injury Skill is much less useful than it once was. Whether your character has chosen the skill and it's no longer as necessary as it once was, or you just want to adapt to new challenges, skill retraining provides a simple method of adjusting your character's capabilities in a small but measurable way.

The Process

Subtract a skill from your skills known, and add an equal amount of skills to your skills known. You must still meet the prerequisites of any feat you have.

KIDO RETRAINING

Much like feats, kido sometimes look better when you select them than they do after you've used them for a while. And when your playing a character with a limited number of options, every kido you choose represents a significant percentage of your character's overall options. You can't afford to have dead weight taking up valuable space in your kido selection, so replace that useless kido with another kido of the same grade that is much more useful.

The Process

Exchange up to two currently known kido for other kido. Each new kido must be usable at the same grade as the kido it replaces and must be on the same list (Bakudo or Hado)

Example: Your character could exchange Tsuriboshi for Enkosen because they are both of 3rd grade. But he couldn't exchange for Rikujokoro (A sixth grade kido) or Shakkaho (A Hado of third grade).

Friends and Enemies

Additional Monster Types

Aberration Type Traits
An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Aberrations eat, sleep, and breathe.

Construct Type Traits
A construct possesses the following traits

- Low-light vision.
- Darkvision out to 60 feet.
- +5 to Fortitude Saving Throws that do not effect objects.
- +10 to all saves vs mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality. Abilities that would normally heal a construct heal only one quarter their normal total.
- On a critical hit, reduce the critical multiplier by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability damage, ability drain or energy drain.
- +5 to all saves vs fatigue, exhaustion. If a condition would automatically place them into one of these conditions, they gain a fortitude saving throw equal to 12 + their own hit dice vs the effect.
- +10 to saves vs death from massive damage.
- Constructs do not eat, sleep, or breathe.

Dragon Type Traits

- A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).
- Darkvision out to 60 feet and low-light vision.
- +10 vs magic sleep effects and paralysis effects.
- Dragons eat, sleep, and breathe.

Elemental Type Traits
An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- +10 vs poison, sleep effects, paralysis, and stunning.
- On a critical hit, reduce the critical multiplier by 1 (minimum of x1.5)
- If flanked, an elemental retains their dexterity bonus, but take a -2 penalty to defense rolls.
- Choose one of the following (Fire, Cold, Electricity, Acid, Sonic or Force) The elemental gains Elemental Resistance equal to 25 + it's Hit Dice to that element
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.
- Elementals do not eat, sleep, or breathe.

Magical Beast Type Traits
A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Magical beasts eat, sleep, and breathe.

Ooze Type Traits
An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Blind (but have the blindsight special quality), with +10 vs gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- +10 to saves vs poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + ½ ooze's HD + ooze's Con modifier per full round of contact.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- If flanked, an elemental retains their dexterity bonus, but take a -2 penalty to defense rolls.
- Oozes eat and breathe, but do not sleep.

Plant Type Traits
A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, polymorph, and stunning.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- Plants breathe and eat, but do not sleep.

Undead Type Traits
An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability drain, or energy drain.
- Takes one quarter damage to its physical ability scores (Strength, Dexterity, and Constitution)
- +10 to saves vs fatigue and exhaustion effects. If something would automatically make an undead one of these conditions, they gain a fortitude save equal to 12 + hit dice vs that effect.
- Cannot heal on their own. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works on an undead. Abilities that would normally heal an undead heals only one quarter their normal total.
- +10 to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- +10 to saves vs death from massive damage.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

Vermin Type Traits
Vermin possess the following traits (unless otherwise noted in a creature's entry).

- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Vermin breathe, eat, and sleep.

Size Increases

A creature may become larger through many means. A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature's ability scores, Defense, attack bonuses, and damage values as indicated on the tables below.

Table: Size Category Changes

Old Size[1]	New Size	Str	Dex	Con	Natural Armor	AC/Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

1. Repeat the adjustment if the creature moves up more than one size.

Table: Increased Damage By Size

Old Damage (Each)[1]	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
3d6	4d6
3d8	4d8

1. Repeat the adjustment if the creature moves up more than one size category.

Table: Increased Sizes

Size Category	Size[1] Modifier	Grapple[2] Modifier	Hide[3] Modifier	Height or Length[4]	Weight[5]	Space[6]	Natural Reach[6] (Tall)	Natural Reach[6] (Long)
Fine	+8	-16	+16	6 in. or less	1/8 lb. or less	½ ft.	0 ft.	0 ft.
Diminutive	+4	-12	+12	6 in. - 1 ft.	1/8 lb. - 1 lb.	1 ft.	0 ft.	0 ft.
Tiny	+2	-8	+8	1 ft. - 2 ft.	1 lb. - 8 lb.	2½ ft.	0 ft.	0 ft.
Small	+1	-4	+4	2 ft. - 4 ft.	8 lb. - 60 lb.	5 ft.	5 ft.	5 ft.
Medium	+0	+0	+0	4 ft. - 8 ft.	60 lb. - 500 lb.	5 ft.	5 ft.	5 ft.
Large	-1	+4	-4	8 ft. - 16 ft.	500 lb. - 2 tons	10 ft.	10 ft.	5 ft.
Huge	-2	+8	-8	16 ft. - 32 ft.	2 tons - 16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	-4	+12	-12	32 ft. - 64 ft.	16 tons - 125 tons	20 ft.	20 ft.	15 ft.
Colossal	-8	+16	-16	64 ft. or more	125 tons or more	30 ft.	30 ft.	20 ft.

1. A creature's size modifier is applied to it's attack bonus and Armor Class.
2. See the Grapple special attack.
3. See the Hide skill.
4. Biped's height, quadruped's body length (nose to base of tail)
5. Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.
6. These values are typical for creatures of the indicated size. Some exceptions exist.

Villain Modifiers

Villains come in all shapes and sizes from the little Hollows that the party beats up to that monster of legend you have planned for the end of the campaign. These modifiers represent those beings from lowest to highest. Each is it's own modifier that you can place over the top of any enemy to make them a memorable encounter, or a relatively simple one if you're going for that.

Mook Modifier: A Mook is a very expendible, no name character that the PCs are going to walk through. Mooks receive only 1 HP per level and cannot take the Blooded feat. They have no damage reduction of note. Mooks give out experience on a 5 for one basis. Meaning it takes 5 mooks to equal the experience total of one normal monster. Mooks also have 1/2 the normal Reiatsu for their level

Elite Modifier: An Elite is someone that the PCs are going to remember. An Elite has 2 times the hit points of a normal member of it's race. It may take the Blooded feat, and has Damage Reduction as normal. An elite also has a +2 luck modifier do it's attack, damage, defense, reflex, fortitude and will. Elite monsters give out one and a half times the experience of a monster of their challenge rating. Elites have one and a half times the reiatsu of a normal monster of it's level.

Boss Modifier: A Boss is someone that is meant to take on an entire party by themselves. A Boss has 3 times the hit points of a normal member of it's race. It may take the blooded feat and has damage reduction as normal. A boss also has a +4 luck modifier do it's attack, damage, defense, reflex, fortitude and will. Boss Monsters give out twice the experience of normal monsters of their challenge rating. Bosses have twice the reiatsu of a normal monster of it's level.

End Boss Modifier: An End Boss is the last encounter of the arc. An End Boss has 4 times the hit points of a normal member of it's race. It almost always has the blooded feat and it's damage reduction as normal, but has a +6 luck modifier to attack, damage, defense, reflex, fortitude and will. End Boss monsters give out two and a half times as much experience as a normal monster of their challenge rating. End bosses have twice and a half the normal reiatsu of a normal monster of it's level.

Solo Modifier: A solo creature is meant to be taken on by multitudes of people. It gains 5 times the normal hit points of a normal member of it's race. It has the following feats as a bonus feats: Blooded, Seasoned, Talented (Fortitude, Reflex, Will) and it's damage reduction is 1.5 normal. It has a +8 luck modifier to attack, damage, defense, reflex, fortitude and will. Solo monsters give out three times the experience of a normal monster of their challenge rating. Solo monsters have three times the Reiatsu of a normal monster of it's level.

Random Release Chart

Using this chart will generate Zanpakutou and other releases that require Shikai Picks for you by simple dice rolls.

Step 1: Number of Zanpakutous
Using this is strictly for Zanpakutou. Roll 1d10 and look at the result.

Die Result	Description
1-6	One Zanpakutou: The user has one fully functioning Zanpakutou
7-8	Two Zanpakutou: The user has the Twin Zanpakutou Mastery feat or the Alternate Zanpakutou Form feat
9	Nonfunctional Zanpakutou: The user has the Sealed feat
10	Re-roll till you do not get a result of 10

Step 2: Style of Release
Using this chart reveals how many types you are dealing with.

Die Result	Description
1	One Type: The user has the Specialized Zanpakutou feat (Or racial equivalent)
2-5	Two Types: The user has a normal style release
6	+1 type: The user has the Multiple Type feat. Reroll and add another iteration of the Multiple Type feat if this is rolled again. Once you have a result other than 6, stop rolling. (IE if you rolled 3 sixes in a row, your release would have the Multiple type feat 3 times, for 5 different types.)

Step 3: Type
Use this chart to determine, randomly, which chart below to roll on.

Die Result	Description
1	Elemental (Earth, Fire, Ice, Lightning, Water, Wind)
2	Non-Elemental (Weapon, Projectile, Barrier, Sand, Primal, Metal, Plant, Assassination, Oppression)
3	Strange (Blood, Poison, Summoning, Games, Bone, Dragon, Spider, Distortion)
4	Magical (Healing, Kidou)
5	Forces (Darkness, Light, Sonic, Mind)
6	Mega Forces (Space, Time, Gravity)
7	Four Horsemen (War, Famine, Pestillence, Death)
8	Four Virtues (Courage, Justice, Temperence, Prudence)

Step 4: Special Abilities
Use this chart to determine if the Release you are generating has any special abilities

Die Result	Description
1	No Special Abilities
2	Alternate Release: The wielder has an alternate release
3	One Restriction: The wielder has a restriction on their release and receives one additional ability
4	Variable release: The wielder has a variable release
5	Two Restrictions: The wielder has two restrictions on their release and receives two additional abilities
6	Zanpakutou Domain Feat

Step 5: Roll for Exact Type

Use these charts to determine exactly what types your release has.

Die Result	Description
ELEMENTAL	
1	Earth
2	Fire
3	Ice
4	Lightning
5	Water
6	Wind
NON-ELEMENTAL	
1	Weapon
2	Projectile
3	Oppression
4	Barrier
5	Sand
6	Primal
7	Metal
8	Plant
9	Assassination
10	Roll Again
STRANGE	
1	Blood
2	Poison
3	Summoning
4	Games
5	Bone
6	Dragon
7	Spider
8	Distortion
MAGICAL	
1-2	Kidou
3-4	Healing
FORCES	
1	Darkness
2	Light
3	Sonic
4	Mind
MEGA FORCES	
1-2	Space
3-4	Time
5-6	Gravity
FOUR HORSEMEN	
1	War
2	Famine
3	Pestilence
4	Death
FOUR VIRTUES	
1	Courage
2	Justice
3	Temperance
4	Prudence

Reiryoku: From the Bleach Wiki

Reiryoku (□□, Spiritual Power) is a power aligned with the spiritual sensitivity and willpower of the user. It is used by Shinigami to provide power for their various feats and to effectively channel the powers of their Zanpakutō. It can also be used to cast Kidō, magic spells created by the Shinigami. Reiryoku can even be coalesced into a physical form and thrown or shot as a projectile. As a display of potency, spiritual beings have the ability to incapacitate the opponent's movement and simultaneously frighten them, by means of dispersing Reiryoku into the air. The aforementioned ability is known as Reiatsu (□□, Spiritual Pressure), possessing power that could be literally felt within the atmosphere. Contents [show]

Overview

Every spiritual being and every human has a certain amount of Reiryoku. If this amount is higher than a certain degree, it grants the person superhuman abilities. Those with such an above-average level of Spiritual Energy are very rare among living humans. It seems to be that the most basic ability that humans with a higher level of Reiryoku have is the ability to see ghosts: Pluses, Shinigami and Hollow alike. Shinigami are essentially departed souls in Soul Society with very high levels of Reiryoku who receive special training to utilize their powers. Hollows, if they make active use of their Reiryoku, usually do it to catch their prey or to evade Shinigami more effectively, the extreme case being the Arrancar, who have an amount of Reiryoku equal to Shinigami, and are able to use it just as efficiently in combat.
Spiritual Power Levels

Spiritual Power
This level of spiritual power corresponds to those possessing an average level of spiritual power. This level of power is common among those of significant spiritual awareness and may even possess powers of their own but the power levels can vary among individuals. This is also a common level of power for a low ranking seated and non seated members of the Gotei 13 or lesser power individuals.

High Spiritual Energy
This level of spiritual power corresponds to those possessing an above average amount of spiritual power, which is finely controlled. This level of spiritual power is common amongst those of an average lieutenant rank and high ranked seated officers.

Great Spiritual Energy
This level of spiritual power corresponds to those possessing a large amount of spiritual power which is finely controlled. This level of spiritual power is common amongst those of an average Captain rank.

Immense Spiritual Energy
This level of spiritual power corresponds to those possessing an enormous amount of spiritual power which is finely controlled. This level of spiritual power is reflected in its ability to enhance a user during combat as well as its ability to affect the surrounding environment on a controlled level, allowing the wielder to use it in combat to startling degrees.

Vast Spiritual Energy
This level of spiritual power corresponds to those possessing an enormous amount of spiritual energy which is wild and untamed. This level of spiritual power has a possible tendency to leak from a person or when released can affect the surrounding area in a destructive way. Those of this level have no actual masterful control over their massive spiritual power, as it can affect those around them unintentionally.

Sensing Reiryoku
Another basic ability that beings with higher-than-average levels of Reiryoku possess is the ability to sense other spiritual beings without relying on their five basic senses. This is possible because every spiritual being emits a certain amount of his/her own Reiryoku, which can be sensed. This ability apparently requires some innate skill, but can be increased with training. Initially, Ichigo Kurosaki's ability to sense the spiritual energy of others was very poor (mainly because his own abundant supply drowns out that of others preventing it), but gradually grew much more proficient in it, even being able to use various high-level techniques to locate or detect particular people, such as his close friends (most notably Yasutora Sado).
Every spiritual being has a unique pattern to his/her emitted Reiryoku. One can recognize the pattern of his friends and acquaintances after some time, being able to sense their presence and their physical and mental state from relatively great distances. Sudden changes in Reiryoku pattern can mean that the person in question is in great stress (i.e. fighting) or has received a grave wound.

Different types of spiritual beings have greatly different patterns, the Reiryoku pattern of hollows for example is easily distinguishable from that of Pluses or a Shinigami. The Visored are a special case, because when their Hollow mask is donned, their pattern of Reiryoku resembles that of a Hollow, rather than that of a Shinigami.

There are a few possibilities to block Reiryoku. One is the usage of Sekkiseki, a special kind of stone that completely blocks Reiryoku from both sides. The walls of Seireitei, and the walls of the Tower of Punishment are built from this stone. As Lethality Stone blocks even the strongest Reiryoku emissions, it does not just inhibit the sensing of one's Reiryoku pattern, but effectively closes out most unwanted visitors in the case of Seireitei, and prevents the escape of even the strongest prisoner from the mentioned tower.

Another means of blocking Reiryoku is a special garment invented by Kisuke Urahara, which completely hides any emission of Reiryoku coming from the wearer, enabling him/her to escape from somewhere or approach someone while being impossible to notice via sheer sensing of Reiryoku.[1]

Controlling Reiryoku

The aforementioned emission of Spiritual Energy is a common and natural phenomenon, but a spiritual being can also control the degree of this emission, this usually requires a certain amount of skill and training. By completely blocking his/her Reiryoku "pouring out", one can completely hide his/her presence from other spiritual beings and spiritually aware humans. On the other hand, amplifying this emission is known as Spiritual Pressure, and is considered a show of force, or even an attack in itself, and it can indeed paralyze opponents, and cause direct damage to the surrounding individuals and inanimate objects alike.

Aside from controlling the amount of emitted Reiryoku, most spiritual beings and some of Ichigo's spiritually-aware human friends are capable of performing many superhuman feats with the help of their Reiryoku. These feats usually require a certain level of concentration, and they tend to tire the person after some time, or after performing some of them in quick succession. It is also known, that after excessive usage of Reiryoku, Shinigami and other dwellers of Soul Society need food to replenish their strength, while on the other hand, they do not need to eat anything to sustain themselves during everyday activities.

Aside from Spiritual Pressure, Shinigami and Visored generally use their Reiryoku to...

...cast spells - see Kidō

...increase their speed and their height of jump, or float in the air - Hohō

...use the special abilities of their Zanpakutō

...increase their physical strength and power

Hollows and Arrancar have other abilities, namely Cero and Bala, that are condensed Reiryoku fired towards the opponent. In the case of the former, it is done in a laser-like manner; in the latter case, the fired Reiryoku is bullet-like. Hollows and Arrancar can also increase their mobility like the Shinigami above, and the usage of their Zanpakutō also relies on the usage of Reiryoku, albeit in a different manner. Hierro is also a move that uses an Arrancar's Reiryoku for defense.

Quincies can also increase their mobility, and form a weapon (usually a bow) with their Spiritual Energy. In their usage of Reiryoku however, there is a fundamental difference from spiritual beings - they primarily rely on collecting reishi from the environment, and use this collected reishi to fight. They can even collect and store Spiritual Energy in various special items.

References

1 Bleach manga; Chapter -101, pages 17-18

Reiatsu: From the Bleach Wiki

Reiatsu (Spiritual Pressure) is the physical force/pressure that a person's Reiryoku creates when released. Most Shinigami and Arrancar, even Quincy and Bounts can manipulate the release of their reiatsu. 1st Division Captain Genryūsai Shigekuni Yamamoto used his spiritual pressure in the form of a stare to paralyze Nanao Ise. Yachiru Kusajishi, the lieutenant of the 11th Division can emit her spiritual pressure into the form of an angry pink cat. The most powerful Shinigami such as Ichigo Kurosaki, Kenpachi Zaraki, Sōsuke Aizen, Captain-Commander Yamamoto, Tōshirō Hitsugaya, and Byakuya Kuchiki and others have vast amounts of Spiritual Energy, which they can emit in the form of Spiritual Pressure with devastating effects.

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Reiatsu VS Reiryoku

The difference between spiritual pressure and spiritual energy is simple: Reiryoku is the amount of energy a being has stored within their body or soul, whereas Reiatsu is the pressure that a person's Reiryoku exerts. The difference is much like energy and power. Power being the amount of energy exerted per unit of time. Reiryoku is potential while Reiatsu is energy in use. In general, those with high levels of Reiryoku will often have the highest levels of Reiatsu also. A skilled warrior can overcome a person possessing greater Spirit Energy by possessing greater Spiritual Pressure.

Appearance

Colors

Different spirits have different colors of reiatsu, and it does not depend on the character's race or power; instead, the color is determined by the owner's personality.

* **Blue:** Grimmjow Jaegerjaquez, Coyote Starrk, Izuru Kira, Kōga Kuchiki
* **Light Blue:** Ichigo Kurosaki, Uryū Ishida, Soifon (Bankai)
* **Green:** Ulquiorra Cifer, Yumichika Ayasegawa, Shūhei Hisagi
* **Golden-Yellow:** Kenpachi Zaraki, Tia Harribel, Nnoitra Jiruga, Soifon, Orihime Inoue
* **Red:** Renji Abarai, Baraggan Luisenbarn, Sajin Komamura, Mayuri Kurotsuchi (Bankai), Momo Hinamori, Ikkaku Madarame, Kisuke Urahara
* **Pink:** Yachiru Kusajishi, Mayuri Kurotsuchi, Szayel Aporro Granz, Marechiyo Ōmaeda, Kaname Tōsen, Loly Aivirrne Hiyori Sarugaki
* **Black w/Red Outline:** Ichigo Kurosaki (Bankai and Hollow mask)
* **White:** Byakuya Kuchiki, Tōshirō Hitsugaya, Rangiku Matsumoto
* **White w/Red Outline:** Hollow Ichigo
* **Orange:** Hachigen Ushouda
* **Multicolored :** Maki Ichinose

Shape

Some particular characters have a shape or manifestation of their energy whenever they release enough of it. The manifestations are one of the characters inner strength/energy.

* Ichigo Kurosaki: Blue Spiritual energy in the shape of his Hollow mask.
* Kenpachi Zaraki: Golden Spiritual energy in the shape of a giant menacing skull.[34]
* Yachiru Kusajishi: Pink Spiritual energy in shape of a cat.

Uses
Defensive use

When two spiritual beings collide, the side with weaker spiritual pressure will get hurt. (Ex: When Ichigo Kurosaki fights Kenpachi Zaraki, the captain opened up the chest area of his Shihakushō, and ordered Ichigo to cut him. When attacking with all his strength, Ichigo found Kenpachi uninjured, while his own hands were bleeding. As his sword that is highly concentrated for the purpose of killing, the spiritual pressure that Kenpachi subconsciously releases is much, much stronger). It was not until he increased his own reiatsu that he was able to cut Zaraki. With sufficient enough power, Shinigami can use their own reiatsu to harden their skin, and effectively protect themselves from attacks.

Psychological use
Ichigo's interpretation of Zaraki's Reiatsu

* Fear: Reiatsu at its most basic level can instill fear in others when it is very high (in comparison to the one feeling it). Willpower is the simplest way to fight this method.

* When Ichigo fought Kenpachi for the first time he felt it was impossible to win, making his reiatsu far weaker than normal. Kurosaki was able to fight Zaraki only once he was able to counter with his reiatsu.
* When Nanao Ise stared into the eyes of Captain-Commander Yamamoto she felt it was impossible to win.

* Stunning: High level of spiritual power can cause those of lower power to be stunned by simply being in the presence of a high level spiritual being.

* It is not uncommon for Humans and souls alike to get the wind knocked out of them by simply being near a spiritual being with a high level of spiritual pressure.

* Kenpachi Zaraki's spiritual pressure was so high that Hanatarō Yamada fell to his knees, Ganju Shiba could barely stand upon coming into 20 feet of him.

* Paralysis: When a Spiritual being of high reiatsu chooses to they can paralyze an opponent just by focusing pressure through their stare.

* Yamamoto stares directly into Lieutenant Nanao Ise's eyes paralyzing her from movement.
* Sōsuke Aizen and Gin Ichimaru have also been shown to be able to use this ability.

* Phantom Pain: High level of spiritual pressure can make an opponent feel as though they are being attacked though nothing is physically happening to them.

* Captain Zaraki went after who he thought was the strongest of the intruders, Ichigo Kurosaki. As Ichigo and his group ran, he felt like there was a sword to his neck, following no matter how fast they ran.
* Upon coming face to face with Kenpachi, Ichigo literally felt like he was just stabbed, but in reality, he simply saw just how massive Kenpachi's killing intent was.

Offensive use

* Damage: Lieutenant Renji Abarai and Captain Tōshirō Hitsugaya released their limiters, unleashing a huge amount of spiritual pressure. Both Shawlong Kūfang and Yylfordt Granz were slightly frozen and burned respectively. During the fight with Szayel Aporro Granz, Renji once again used spiritual pressure transferred through his blade in order to injure the Espada. His reiatsu was able to cut his face since he was holding Zabimaru so close. This use only occurs when the user is releasing a large amount of energy at once or in an emotional state.

* Killing: In high enough quantities, spiritual pressure can be lethal to others. After his second Hōgyoku-induced transformation, Sōsuke Aizen's reiatsu was so powerful that it reduced a nearby Human to ash when he approached him. Similarly, Coyote Starrk's reiatsu killed a massive number of Hollows, simply because they got too close to him.

Types of Reiatsu
Standard type

Most characters have this form of reiatsu, which have no other effect than those described above, along with its unique color and feeling. Most Hollows and Shinigami have this type, while every Quincy and Human always have this type. Yasutora Sado is the only human shown to have Hollow-like powers, so naturally he felt 'more at home' in Hueco Mundo, and his reiatsu feels like a Hollow despite his species; it is still a standard type.

Dual type

All Vizard and Arrancar have this specific reiatsu. For Vizard, they feel more like Shinigami, while Arrancar feel more like Hollows. When Ichigo's inner Hollow started to take over Orihime could sense it, becoming afraid of how heavy and dark it was. The Vizard, strangely enough, also feel more like Hollows when they release their powers. Arrancar seal their Hollow abilities, meaning they become as close to their original form as can be, explaining this phenomenon.

Element Type

Four characters have been shown using elemental reiatsu, even without releasing their Zanpakutō, or it being their natural Spiritual Power: Genryūsai Shigekuni Yamamoto, Rukia Kuchiki, Tōshirō Hitsugaya, and Tatsuki Arisawa. When Tōshirō was a child, he had trouble controlling his power. In his sleep, it would go out of control, affecting his grandma and causing her to shrink thanks to the sheer cold. This cold power caused others to fear him. Captain Yamamoto has used his burning spiritual pressure to heat up his sealed Zanpakutō, causing it to glow dark orange like a recently forged sword. He has also displayed a large amount of flames emanating from his body before his Shikai, which is needed for his fire based techniques. Tatsuki has shown elemental Spiritual Power when she fought Hollows using her Riser Deadly Magnum, when she arrived inside the Giant Hollow Fortress, she incorporated it around her body.

Rules for Reiatsu

Only those that are spiritually aware can use these rules for Reiatsu. Normal humans and animals cannot use the skills presented below. A normal human is defined as a character without a racial feat. A Human that takes the feat Spiritually Aware negates this penalty. All uses of Reiatsu defined here are Supernatural Abilities.

Increasing Strength with Reiatsu.
By expending 4 points of Reiatsu as a swift action, you may increase your strength by 2 for lifting capacity. You may do this as long as you have reiatsu. The bonus to strength lasts until the end of your next turn. You may spend multiples of 4 to have greater effect on your strength. For effects that are limited to strength modifier, increasing your strength in this matter increases that threshold as well.

Increasing Speed with Reiatsu
By expending 4 points of Reiatsu as a swift action, you may increase your land, fly, burrow, swim or climb speed by 10 feet. This bonus lasts till the end of your next turn. You may spend multiples of 4 to have greater effect on your speed. You may also spend multiples of 4 to increase multiple different speeds.

Increasing Jump Height with Reiatsu
By expending 1 point of reiatsu as a swift action, you may increase a single jump check by 1 point. You may spend multiple reiatsu points to have a greater effect on your jump check.

Increasing Intimidate Checks with Reiatsu
By expending 5 points of reiatsu as an immediate action, you may increase a single intimidate check, including a soul crush attempt, by 1 point. You may spend multiple reiatsu points to have a greater effect on your intimidate check.

Improve Damage with Reiatsu
By spending 4 points of reiatsu as an immediate action, you may add 1 damage to a single damage roll. This bonus lasts for only one attack. You may spend in multiples of 4 to add additional damage to the roll.

Improve Defense with Reiatsu
By spending 6 points of reiatsu as an immediate action, you may add a +1 deflection bonus to either your next defense roll or fortitude, reflex or will save. You may spend in multiples of 6 to greater effect.

Increasing Hit Rating with Reiatsu
By spending 6 points of reiatsu as a swift action, you may add +1 to your chance to hit an opponent. This bonus lasts for one attack. This may be spent in multiples to get greater effect.

Healing
When you heal a character with reiatsu healing, you also restore an equal amount of Reiatsu as the amount of hit points you heal.

Recovering Reiatsu
You may take a full-round action to recover your spellscore times 10 in reiatsu. This cannot go above your maximum reiatsu in this fashion. This can only be done once per encounter.

Reiatsu Burn
Should your reiatsu drop below 50% you are fatigued
Should your reiatsu drop below 25% you are exhausted
Should your reiatsu drop to 0 or below you become unconscious until you receive at least 8 hours of rest.
Should your reiatsu be below 0, you are sensed as having a reiatsu rating of none.
Reiatsu regenerates at a rate of 1 point per point of spell score per day times effective Reiatsu level. If you receive full bedrest for that day your reiatsu regenerates at a rate of 2 points per point of spell score per day times effective Reiatsu level. If you eat during that day your results are doubled.

Captain Level Reiatsu
Average Captain level Reiatsu is above 500

Automatic Soul-Crushing
All beings exude an aura of reiatsu as they become more powerful. Divide your Reiatsu by 50 rounding up to the nearest whole. This is the Soul Crush check you automatically display when you are not hiding your reiatsu to those within 30 feet + 5 feet per level of you. Hiding your reiatsu to negate this does so on a 1 for 1 basis of the check (IE If you had a Reiatsu of 1,000 then you would automatically be exuding a 20 Soul Crush check against everyone within 30 feet. If you wanted to not have this automatic check, you could roll a Bluff check. Getting higher than a 20 on the bluff check would negate your Automatic Soul-Crush.)

Soul Practices

Konso: the process by which a Shinigami sends wandering Pluses (souls) in the living world and send them to Soul Society. Konsō is performed by using the hilt of the Shinigami's Zanpakutou, tapping the soul on the head and transporting them to the afterlife.

To Konso a person, the Shinigami presses the hilt of their zanpakutou to the forehead of the spirit to be sent. Willing subjects are automatically sent to the afterlife, while unwilling subjects can make a will save to resist. This effect is harmless. The DC of the Will save is (15 + character level + charisma modifier)

Hollow Cleansing: When a Shinigami slays a Hollow (evil spirit), with their Zanpakutou they cleanse their sins. Once this takes place a Hollow will return to its former state as a Plus and is led into Soul Society. This is called sublimation. Souls that live in the Soul Society are reborn again into the human world. Not all Hollows are sent to the Soul Society. Since Zanpakutou are only capable of cleansing sins committed after becoming a Hollow, Hollows that committed serious crimes when they were still Human are sent to Hell when they are slain.

Senkaimon: When guided by a Jigokuchō, the Senkaimon takes the form of a waiting room entered through a sliding door. This was first seen used by Renji Abarai when he opens the Senkaimon by Byakuya Kuchiki's command. He opened the Senkaimon for Byakuya, himself and Rukia Kuchiki. The Senkaimon is used for Soul Society citizens (Shinigami, Souls, Zanpakutou Spirits, etc.) Humans can also use such a gate through the use of Reishihenkanki (Spirit Exchangers), which convert solid matter into spirit particles.

The Tenkai Kecchu (World-Shifting Binding-Posts) is a variant on this gate by using four linked points to create one spiritual unit of area radius that swaps something that it encircles with something else in Soul Society, as is done to Karakura Town to prevent Sōsuke Aizen from destroying it.

Intruders can pass through the Senkaimon in the same manner. While this method uses the same gate, the lack of a Jigokuchō forces intruders to pass through the Dangai (Parsing World), a bordering dimension between the Human World and Soul Society (not to be confused with Hueco Mundo). This is much more dangerous to do, as souls that cannot pass through before the gate to Soul Society closes are trapped there forever. It is possible for Seireitei to deactivate these mechanisms, allowing Shinigami or Humans to traverse the Dangai safely. While the Senkaimon is run by the Kidō Corps, some high ranking Noble Families have been shown to have private Senkaimon.

To open a Senkaimon you must be a Spiritually Aware creature. This takes a full round action to perform. You cannot go through a Senkaimon as a Living Race without a DC 25 Spellcraft Check or a fired shot from a Quincy Bow through the Senkaimon in question. A character with a Hell Butterfly can get through a Senkaimon with no problems living or not.

Regeneration of Zanpakutou: If a Zanpakutou is sundered, it takes 3d4 days to recover. A Zanpakutou has a number of hit points equal to it's owner's character level + constitution score and a hardness of 5 + 1 per 5 ranks of Weapon Attack the user has. A Bakkutou is considered a Zanpakutou for this effect.

Substitute Soul Reapers: Creating a Substitute Soul Reaper the Shinigami must stab the intended substitute with their Zanpakutou, which cannot be another shinigami and must be a living race, and expend a amount of reiatsu. The substitute, should he survive the stabbing, instantly is separated from their body and can act as a soul reaper with the reiatsu that was spent added to their own. The drain of reiatsu in this fashion does not cause Reiatsu Burn, but recovers slower than normal. Each day you receive back only your Spellscore in Reiatsu. This decrease in Reiatsu Recovery lasts until you reach full Reiatsu or the Substitute Soul Reaper that you created runs out of your Reiatsu. Being a Substitute Soul Reaper lasts for one week per level of the Shinigami that created the substitute.

Being a Substitute: While you are a Substitute Shinigami, you gain the following. Shinigami as a bonus feat, a bonus Shinigami feat and the ability to have their old Racial feat with no problems. To be in spirit form you must either have someone use a Spirit removing glove or use a soul candy on yourself. If you used a spirit removing glove, this leaves your body in a dead-like state. If you used a soul candy, follow the rules for that (Items). When you stop being a Substitute Shinigami, you lose all benefits of being one.

Using someone else's Zanpakutou: You can't unless the Zanpakutou allows you to use them (Ego Check)

Garuganta: (Spanish for "Throat", Japanese for "Black Cavity") is how Arrancars and Hollows move to and from Hueco Mundo. It literally tears open the dimensional fabric separating the worlds, revealing a tunnel of whirling, torrential energy that must be focused and solidified to create a discernible pathway. It is primarily used by Hollow and Arrancar, but some other characters have used it through different means.

All Menos class Hollows and Arrancar are capable of opening a Garganta. In most cases, it opens with the distinctive segmented pattern, but in the case of the first Gillian-class Menos to appear in Karakura Town, and those at the Sōkyoku Hill, an opening is simply torn in the sky as if it were cloth, leaving jagged edges.

Also, Urahara Kisuke has demonstrated the ability to use the technique. The incantation he used is: "My right hand is the stone that bridges worlds. My left hand is the blade that binds reality. The black-haired shepherd is hung from a chair. Stratus clouds come, and I strike down the ibis".

More recently, Captain Mayuri Kurotsuchi has acquired the ability to use Garganta through extensive research whilst trapped in Hueco Mundo.

To open a Garaganta, a Hollow must have be of menos class or higher, which means they must be able to use a Cero. Anyone can see through both sides of a Garaganta to the other side.

Name: _____ Player: _____
Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____ Skin: _____ Build: _____
Reiatsu: _____ ([Spellscore + 40] x [Character Level+ 1 per Reiatsu Feat]) Character Level:_____ Experience: _____

	Stat	Mod	Temp	Mod	Temp	Mod	Wealth
Strength							
Dexterity							Reputation
Constitution							
Intelligence							Allegiances
Wisdom							
Charisma							

	Secondary Statistics	Temp	Temp	Temp
Hit Points				
Reiatsu				
Initiative				
Fortitude				
Reflex				
Willpower				

Damage Reduction		Temp	
Elemental Resistances			

Defense	Total	Ranks	Mod	Misc	Misc	Misc	Misc	Misc

Favored Skill Name (List all Favored Skills)	Total	Ranks	Mod	Misc	Misc	Misc	Misc	Misc

Character Portrait

Feat Name	Feat Effect

Special Ability Name	Special Ability Effect

Kido Name	Kido Effect

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

Dire Reverend: Creator of Bleach d20 Classed system 2.0. We borrowed some elements from him as well. **R.I.P.**

A_Shadow_of_Life: Creator of the Assassination type, the Mind type, the Plant type and other abilities.

Ultima: Creator of the Gravity type Zanpakutou

Behold the Void: This is the guy that created the Zanpakutou System we're using and the classed bleach D20 system

Draxredd: This is the guy that created the original Classless Bleach d20 system

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already or wasn't created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Jusditz and Jeroitz: Two people who have a talent for finding the loopholes in systems and have been invaluable in helping me root out the ones in this game system that even my discerning eye missed. They have also been invaluable in editing this project and correcting the many mistakes I made along the way. They've also contributed quite a bit to the project in terms of material including Jeroitz's kido system and the balancing efforts of Jusditz which have kept this project from completely getting out of control.

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The Hypertext D20 SRD (Open Gaming License)

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Deviantart: For having such a great selection of pictures to use.

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